

64 SEGA SPECTRUM AMSTRAD 57 AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO
MARCH NO 100
£1.30

COMPUTER EXCLUSIVE! +video GAMES GOLDEN AXE

EXCLUSIVE!
MEGADRIVE
SUPER
HANG-ON
IS
MEGA!!!



EXCLUSIVE!
HAND-HELD
PC ENGINE!
IT'S
MEGA!!!



**INCREDIBLE 100TH ISSUE ULTRA-HUGE MEGACOMP!!!
WIN OVER 100 UNBELIEVABLE PRIZES FROM US GOLD!**

THIS NUMBER! >>>>

208734

**COULD WIN YOU ONE OF
THESE MEGA PRIZES
PLUS!!!**

**A TURBO
OUTRUN
COIN-OP!**



**10 PC
ENGINES**

- 30 US GOLD GAMES
- 10 SSI GAMES
- 50 US GOLD T-SHIRTS
- 10 US GOLD MUGS
- 10 SPECIAL US GOLD POSTERS



TAKE THE LAW OWN

THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

VOTED
ARCADE GAME
OF THE
YEAR

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

TI TO

TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

**BARRELLING THROUGH
THE CITY STREETS**, along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide.

WITH THE MATCHLESS VIGILANTES F



ALL AVAILABLE FOR ATARI ST · AMIGA



Ocean Software Limited · 6 Central
Telephone: 061 832 6633 · Telex: 66977

W W INTO YOUR HANDS

SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID, ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone! **THE UNTOUCHABLES - LIVE AN AMERICAN LEGEND** as absolute lords of a game - as smoothly and polished as you can get, absolutely top notch, a brilliant film conversion! Games Machine

a fine example of how to do the job properly - a stunning conversion of one of the most successful movies to date! Games Machine

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT...

OPERATION WOLF...

NOW WITH TWICE THE ACTION,
TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAM IS BACK!

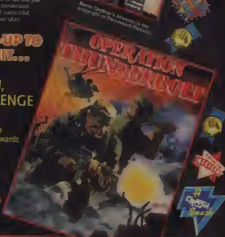
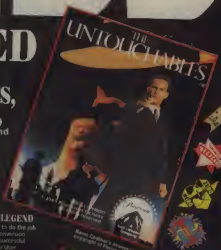
The Hi-jack report came from a DC10 leaving Paris for Boston - Arab guerrillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES

Operation Thunderbolt the incredible Taito coin-up conversion brought NOW to your home computer.



S
FROM...





CONTENTS

ARCADE ACTION

76

Allens, the immensely gory coin-op of the film, the amazingly addictive Klax, Badlands and Astynax are all premiered in Arcade Action.



PREVIEWS

94

There are loads of amazing new games in the pipeline, and we've got pics of them all, including Defenders of the Earth, Domark's newest coin-op conversion Klax, Gremlin's Skidz and EA's brilliant Ski or Die

MEGA COMPS THE HOTLINES!

19

More rap-rod fun and frolics as we offer loads of mega prizes to win on our special phone lines!

THE MEGA COMP

44

See whether your personal number on the front of the magazine is a winner - there are tons of prizes on offer!!



EDITOR: Julian 'JAZ' Rignall ART EDITOR: Andrea Walker COPY EDITOR: Paul Gancey
STAFF WRITER: Alan Glegg AD MANAGER: Nigel Taylor REP AD MANAGER: Johanna
Cooke SALES EXEC: Tina Zanelli PRODUCTION ASSISTANT: Glenys Teddy Powell
PUBLISHER: Graham Taylor
SUBSCRIPTION ENQUIRIES: FMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP TEL: 01753 555161 FAX: 01336 788 EDITORIAL AND ADVERTISEMENT
OFFICES: Priority Court, 31-32 Farringdon Lane, London EC1 3AU TEL: 01 251 6222
FAX: 01 490 1095
PRINTED BY: NENE RIVER PRINTS, WOODSTON, PETERBOROUGH
COLOUR BY: PROPRINT, LONDON E15
TYPESET BY: JAZ AND A BIG FAT PRINTER
DISTRIBUTED BY: FMAP FRONTLINE
THANKS: FOR NOTHING
(C) C+VG 1990 ISSN No: 0261-3697



EDITOR: JULIAN 'JAZ' RIGNALL
Long suffering, overworked, underpaid. That's what he says. But we all know he spends all his time hammering away at the nearest word processor attempting to get yet another highscore.



CONSOLE CRAZY CES 48
C+VG visited the CES Show in America and has all sorts of amazing news and pics - including Super Monaco GP on the Megadrive!

MEAN MACHINES MEGA-CLUB 74
Here's your chance to join the coolest club in town - and get yourself a FREE copy of the Complete Guide to Consoles Volume II into the bargain!

THE CORPS! 84
Back in action, the Corps find themselves swiftly becoming corpses.

PLAYMASTERS

There's a complete Space Ace solution, Myth maps, the UK Highscore tables and more!

23



MEAN MACHINES

90

Ten pages of amazing console action, including the incredible Golden Axe on the Sega, Megadrive Super Hang-On, and the PC Kid.

THE OTHER STUFF

REVIEWS INDEX	7
MAILBAG	20
HIGH SCORES	27
THE CHARTS	59
BUDGET ROUND-UP	64
UPDATE	68
NEXT MONTH	106
ADVENTURE	86

REVIEWED THIS MONTH

MARCH 1990 No.100

MIDWINTER	16
DRAGON'S BREATH	34
SAMURAI	37
COLORIS	38
CONQUEROR	40
DAN DARE III	43
SPACE HARRIER II	46
SUPER CARS	52
SIDE SHOW	57
CONFLICT	64
SPACE HARRIER	64
BUGGY BOY	64
JOE BLADE III	65
SIDEWINDER II	65
MANHUNTER	67
CHOMP!	68
WILD STREETS	68
GAZZA'S SUPER SOCCER	69
CHASE HQ	69
BLUE ANGELS	69
CRACKDOWN	72
GOLDEN AXE	90
SUPER HANG-ON	92
ROBO WARRIOR	94
DOUBLE DRIBBLE	95
SHINOBI	96
TATSUJIN	97
SCRAMBLE SPIRITS	98
PC KID	99



ART EDITOR: ANDREA WALKER
Another self-confessed long author. She has loads of pages to design and lay out. And all those games to play.



DEP EDITOR: PAUL GLANCEY
Newly promoted to the position of Deputy Editor, Paul hasn't let the power go to his head. Well, apart from him insisting that he's a chauffeur-driven to work every day.



STAFF WRITER: PAUL TRENDY RAND
It's been an exciting month for Paul the highlight being his move from East-end Bow to ultra-fashionable Tottenham Hale.

Available soon
on ST and
Amiga

G R A V I T Y



In 2320, interstellar travel has become as commonplace as intercity, and man's mission to colonise the universe is well underway.

But then the Outies appeared. No-one knew where they came from, but it was obvious what they were after... energy — and they'd stop at nothing to get it. They favour charged Black Holes. And they just turned your latest colony into one. But this galaxy's not big enough for the both of you.

Consult your 3D HoloTank (TM) before entering the scrolling isometric view of Einstein-Minkowski Four Space. EXPLORE. TERRAFORM. COLONISE. ERRADICATE. CONSTRUCT. BUT ABOVE ALL: SURVIVE!

© 1990 Microsoft Limited

Imagic Works, (Imagic) 118 9th Avenue, New York, NY 10019, USA
Telephone 01-583 3484



THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG arcade player who lives for coin-op conversions, shoot 'em up and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



REVIEWS

SPECTRUM

- DAN DARE III 43
- SPACE HARRIER II 46
- SPACE HARRIER 64
- BUGGY BOY 64
- JOE BLADE III 65
- GAZZA'S SUPER SOCCER 68

AMSTRAD

- SPACE HARRIER 64
- BUGGY BOY 64
- JOE BLADE III 65
- WILD STREETS 68
- GAZZA'S SUPER SOCCER 68
- CHASE HQ 69

C64

- DAN DARE III 43
- SPACE HARRIER 64

BUGGY BOY

- CHOMP! 64
- CHASE HQ 68
- BLUE ANGELS 69
- CRACKDOWN 72

ST

- MIDWINTER 16
- CONQUEROR 40
- SPACE HARRIER II 46
- WILD STREETS 68

AMIGA

- DRAGON'S BREATH 34
- COLORIS 38
- CONQUEROR 40
- SUPER CARS 52
- SIDE SHOW 57
- SIDEWINDER II 69
- GAZZA'S SUPER SOCCER 69

C+VG HIT! REVIEWS

MIDWINTER 18

Amazing computer gaming experience from Reinbird.

DRAGON'S BREATH 34

This Dragon simulator from Palace is rad hot.

CRACKDOWN 72

Superb conversion of Sega's brilliant simultaneous two-player coin-op.

GOLDEN AXE 90

Hack, slash and chop your way through this mammoth Sega conversion.

SUPER HANG-ON 92

The first racing game to appear on the Megadrive, and it's incredible.

TATSUJIN 97

Super Megadrive up-the-screen death and destruction.

PC KID 100

This PC Engine platform game is about the weirdest we've ever seen - but it's fab, too.

PC

- SAMUARI 37
- CONFLICT 68

SEGA

- GOLDEN AXE 90
- SCRAMBLE SPIRITS 98

MEGADRIVE

- SUPER HANG-ON 92
- TATSUJIN 97

PC ENGINE

- SHINOBI 96
- PC KID 100

NINTENDO

- ROBO WARRIOR 94
- DOUBLE DRIBBLE 95



NEWS

Handle Controller



YOKE'S ON SEGA

Tired of having to play Sega's Out Run and Afterburner carts with a crabby old joypad? Then why not splash out and invest in the latest peripheral for the Master System. The Sega Handle Controller looks something akin to an aeroplane yoke, and works in much the

same way. Two buttons at the top of the handgrips supply the necessary fire/thrust/whatever controls, it's done out in a sexy black and it costs £39.95. And you'll be pleased to hear that, if you own an ST, Amiga or C64, you can use it on those as well!

CYBER-BALL SILLINESS

Arrrrgh! They're at it again with their inane promo shots! Those two bastions of the computer industry, Mark Strachan and Dominic Wheatley, have put on the Krystle Carrington shoulder-pads and got the balls out in anticipation of the release of their latest arcade license, Cyberball.

Dom 'n' Mark show that even the most feeble of individuals can look like a strapping 16-stone hunk 'o muscle - but can they wow us with the conversion of the coin-op which simulates 21st century American Football, where the stakes are high and the human players have been replaced by 20 foot tall robots? Let's hope so. In the meantime, it's back to the loony bin for these two... look, stop dribbling and put your arms into this backward coat.



THE BIRD'S BACK

Silverbird are back in business! The once second-largest budget label in the UK, which was bought then discarded by simulation software house Microprose, has been purchased by Tudor Enterprises, a Weston-Super-Mare firm previously unheard of in the computer games industry. The label is to be relaunched with a number of new titles including a beat 'em up called Street Warrior and a new version of Olli and Lissa II, as well as a few old favourites such as 5-A-Side Soccer, and three compilations.

▼ The all-new Firebird's first beat 'em up.



▲ The Bitmaps strike a 'Littlewoods Catalogue' pose.

BUSY BITMAPS

Pictured left to right are: Pop star Marc Almond, "Sinbad" from Brookside and mass-murderer Dennis Nilsen. No, not really, they're actually the Bitmap Brothers and they're standing in an unbelievably silly pose to attract the attention of sequel-loving 16 bitters. The follow-up to the smash Speedball is the product which they're trying to promote, it'll be called Speedball II (original, eh?) and, as well as having a playing area twice the size of the original to run around in, the player will have more say over the attributes of the team, with lots of weapons to use in the pursuit of victory and a nice, shiny cup. Expect ST, Amiga and PC versions out in the autumn.



MYTHAP

All you Myth fans dialing the System 3 Helpline number supplied in the packaging put the phone down NOW! That number actually belongs to a rather

irate old gent who knows nothing at all about chopping the heads off Gorgons (well, so he says). Instead dial (01) 866 4692 and all will be well.

ACTIVISION GOODIES

Activision have given us a few goodies to pass on to all you PC owners out there who want to take on the exploits of Bruce "Hard" Willis. There are three copies of Die Hard on video and five PC copies of the game, and one of them could be yours if you can answer this outrageously simple poser:

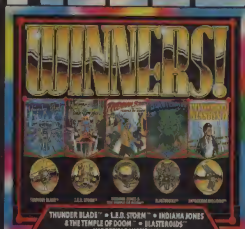
Bruce shot to fame playing a private detective alongside Cybil Shepherd in a hilarious BBC2 series, what was the name of the programme?

Got the answer down onto a postcard, add your name, address and age, and send it to: BRUCE IS HARD (BUT HE IS GOING A BIT BALD, ISN'T HE?) COMP.

C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries to us by March 31st, so get them to us a bit sharpish if you wanna win.



UNRIVALLED



MASTERS OF



COMPILATIONS

NEWS

VIDEO DRIVIN'

You may have seen this gadget in your mum's catalogue - it's called the Video Driver, and it's an attempt by Sega to break into the fledgling interactive VCR-gaming market. Shaped like a car dashboard, with steering wheel and a little plastic car attached to the front, the player drives along a vehicle-infested road which is stored on cassette. The idea is to dodge the other cars on the road - you start with 100 points and your score decreases if you "hit" another driver or the side of the road. Although the cassette is only around 7-8 minutes long, and response time is a little sluggish, the game is fun for a while, especially so for the younger gamer, and certainly paves the way for more complex interactive games in the future. The Video Driver pack costs between £50 and £60 (depending on where you buy it) including the California Chase tape, and two other cassettes, Grand Prix Racing and Police Chase are also available at around a fiver.

QUICK-SHOT JOY

The big boys just get bigger, it seems. Spectrawideo, former UK agent for the Quickshot joysticks, have taken two of their previous rivals under their wing, by agreeing to handle the sales and marketing of the Quickjoy label and buying up the rights to the entire Konix range. The Quickjoy acquisition will see the current number of products rise throughout the year to fifteen, while the Konix deal is viewed by some as a way of injecting new cash into the delayed Multisystem project.



TABLETOP DELIGHTS

Almost too late to include in this issue, what should arrive at the eleventh hour but these tabletop Out Run and Afterburner machines, made by Grandstand. They're both very big (Afterburner stands at over 10 inches high!) and each impressive pack contains a sheet of stickers to attach to the case. Once you've pressed the start button though, all admiration shifts from the machine itself and diverts to the game. LCD screens portray the respective driving and flying coin-op action as accurately as possible! The games are expensive at upwards of forty quid apiece, but they're both addictive (Afterburner being far and away the best of the two) and will keep younger members of the family quiet for some time.

▼ Just like the arcade? Not quite.



STUNNING LYNX

At the end of January, Atari announced the date of the official UK launch of the hand-held Lynx console at the Earls Court Toy Fair. Expect to see the Lynx in High Street shops from this May, priced at £149.99, with software coming in at £29.99 per cartridge. The package will include California Games, a cable to connect two machines together for multiple player games, and a mains adaptor.

The Lynx got a further shot in the arm with the announcement that Atari's coin-op arm, Tengen, has already begun developing Lynx versions of Hard Drivin', STUN Runner and Cyberball. And if you think that's exciting, Tengen have also said that they'll even be making improvements over the original arcade games, wherever possible. Makes yer mouth positively water, don't it!

HAND-HELD SEGA!

Early rumours, these, so don't get too excited, but we've learned that Sega is rumoured to be working developing a hand-held machine that will (apparently) be compatible with all Sega Master System games. We'll be bringing you more news as soon as we have it.

NEW! FROM ENCORE...

BEYOND THE ICE PALACE

Spec. Cass. 2.99

C64 Cass. 2.99

Ams. Cass. 2.99

Release Date 13.9.90

© 1988 Elite Systems Ltd.

IKARI WARRIORS

Spec. Cass. 2.99

C64 Cass. 2.99

Ams. Cass. 2.99

C16 Cass. 2.99

Release Date 21.2.90

© 1986 Elite Systems Ltd.

© SNK Corporation 1986

WONDERBOY

Spec. Cass. 2.99

Ams. Cass. 2.99

C64 Cass. 2.99

Release Date 26.3.90

© TM & © SEGA 1987

All rights reserved

© 1987 Activision Inc.



ENCORE

Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall West Midlands
WS9 3TW. Tel: 0902 74111 G. Consumer helpline: 0800 743408

NEWS

HAND-HELD PC ENGINE!

The hand-held war enters a new phase with NEC's shock announcement that a hand-held PC Engine is on its way very soon indeed! The very smart looking black machine was shown recently at the CES Show in America, and is roughly the same size as a Gameboy, but features a larger, colour screen and - most important of all - is compatible with ALL PC Engine cartridges. This means that when the machine is released later on this year you'll be able to play all of the huge range of PC Engine games that have been released since the machine was launched two years ago. Our Jazze is already foaming at the mouth at the thought of being able to play stuff like R-Type, Gunhed, PC Kid and Legendary Axe on the train home. A full review of the machine will appear as soon as we can get our hands on the machine. Gibber, gibber.

IT CAME FROM THE PREQUEL

Cinemaware's *It Came From The Desert*, the hit-rated interactive Movie from issue 98, has spawned an add-on disk. Called *Anti Heads - It Came From The Desert II*, the game takes place in 1956 by which time the US Government have moved their atomic testing programme to Lizard Breath, California. Obviously overjoyed with the

amount of money that follows such an important project, the inhabitants of the town close their ears to renewed rumours of atomic mutant attack and of course, everyone knows what happens next. The extra disk will be on sale in February for £14.99 and requires the original *It Came From The Desert* software to run.

IT CAME FROM THE DESERT

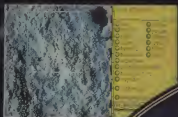
ARCADE SHOW

January 9th saw the start of this year's ATEi, the annual exhibition of all things arcadey. Surprisingly, not many new coin-ops were on display - check out arcade action for more details. But what really caught our eye, though, was *Real Race Feeling*, a motorcycling simulation from Taito which, although only 20% complete, was amazing! Highly realistic, first-person perspective 3D portrays the race as the player sits on a hydraulic bike, complete with wind blowing onto your face as you speed along the track. Here's a pic of the machine - we'll be bringing you a full appraisal of the coin-op as soon as it's finished.



MEGA MASTER SYSTEM

Here's the only solution to Megadrive owners wanting access to the Master System's massive range of software! Yes, we've finally got our hands on the Power Base Converter, and it works! Better than we thought it would because actually because, as it's wired for SCART, those previously blurred 8 bit games now reach your screen with crystal clarity! The Power Base Converter worked perfectly with every game we tried, including the fab California Games, *Wonder Boy III* and *Psycho Fox*. It costs £39.95 and you can get it from PC Engine Services at South Bank House, Black Prince Road, London SE1 7SJ.



MASTER OF STRATEGY



THE STRATEGY GAME

MIDWINTER

OF THE DECADE ARRIVES

As a new Ice Age dawns in Rainbird's gigantic new classic, strategy gaming also enters a new era. For Midwinter is a genuinely original concept that launches revolutionary techniques onto the home computer screen.



The scenario is convincingly realistic as a new Ice Age grips the world. Together with a small group of pioneers you have colonized the Midwinter Isle, a 160,000 square mile land mass now under threat from invaders intent on seizing your sanctuary.



Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical



accuracy. You control 32 personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made, using the incredibly detailed on-screen map.

In your bid to defend the life-supporting heat mines, you can ski, hang-glide, travel by snow buggy or cable car, snipe and sabotage the enemy. There is no easy way to win, but the game's unique depth and absorbing complexity will keep you trying until you do.

The deep Midwinter is upon us. Be prepared for a long and exciting battle against its elements.



Something's afoot on snowy Midwinter Island and as the leader of the Free Villages Peace Force, Captain John Stark feels he should know what it is. Ever since an unidentified ship was spotted heading into Thunder Bay on the south east corner of Midwinter, island-wide radio communications have been jammed. Could this mean that megalomaniac General Masters has finally decided to invade?

Stark discovers that Masters has established a bridgehead at Shining Hollow which his invasion force is marching across to capture Midwinter's southernmost settlements.

Thirty two Peace Force members have to be assembled to halt the General's forces before they capture all the settlements or the island's power stations, but with radio communications dead, the message will have to be passed on by word of mouth. There's not a moment to lose, so Stark sets off on his skis to the nearest Peace Force officer to spread the word.

There are several modes of transport available in Mid-

MIDWINTER

BY RAINBIRD



Kristiansen



Gunn



Capt Stark



PC Garcia



PC Wright



PC Cropper



▲ Some of the Peace Force members assembled so far. Click on any faces for a revealing mini-biography.

▼ Watching from his snow buggy, chases a ~~hunting~~ missile at one of



WINTER

C+VG
HIT!



the ubiquitous Sgt. Ambler loun-
Masters' bombers.



After arriving at the Otter Valley settlement, Ambler assesses his options.

winter. If being a snowbound isle, everyone has a pair of skis, but skiing between settlements is slow and long journeys can be exhausting. A snow buggy is faster, but they can only be found in garages, which not all settlements have. When a buggy is not available it may be easiest to take a cable car to the top of a mountain, then collect a hang-glider at the summit and fly the rest of the way. Whichever method you choose, the journey is depicted in solid 3D graphics which are fractal-generated and light-source shaded for extra realism.

Every agent travels armed with a rifle, a pack of grenades and some dynamite. The rifle and grenades can be used to destroy enemy buggies, drone planes or bombers, and the dynamite is useful for sabotage. Buggies and hang-gliders are armed with missiles.

REVIEW

Once Stark has contacted another Peace Force member, he has to send him or her off to warn more members and enlist them to his Home Guard and so it goes on throughout the network. It's worth checking an agent's biography before dispatching him, though, as some of them hold grudges against others. So for example, Sergeant Ambler will find it difficult to recruit Gunn if his biography shows he once ran off with Mrs Gunn!

UPDATE

Amiga and PC versions are due to be launched at around the start of March. Expect them to be as good as, if not better than the ST version.

ST
£29.99

Midwinter is astonishing! It's just so vast, yet the gameplay is so intricate that it will take months of play to get through it. So comprehensive is the command system that the player's course of action is hardly ever restricted and consequently there are dozens of winning strategies. The urgency created by the time factor, the travel sequences with their amazing frosty 3D graphics and the "realness" of the characters provide a feeling of being there only to my mind matched by the likes of Elite and Dungeon Master, and like those two games, this one is undoubtedly set to be a classic.

PAUL GLANCEY

GRAPHICS	94%
SOUND	77%
VALUE	96%
PLAYABILITY	96%
OVERALL	96%

MAGAZINE OF THE YEAR



OUT NOW!

C+VG HOTLINES

LINE ONE

0898 334 150

SEE SOME REAL DRAGONS! (WELL, NEARLY)

After a bit of wheelin' and dealin' (as well as a spot of duckin' and divin') we managed to wrangle this warver nice little compo out of Palace Software to celebrate the launch and Hit rating of Dragon's Breath. We'll send one lucky reader, complete with a partner on an expenses-paid trip to London Zoo, where they'll see all the wonders of the animal world, including the closest living relatives to the dragon race in the Reptile House. And just think, all you have to do is make a three-minute phone call. Sheesh...

LINE TWO

0898 555 537

WIN ONE HUNDRED AND FIFTY POUNDS WORTH OF SOFTWARE!

Why win 100 quid's worth of stuff when you can win that plus half as much again? That's the conclusion we came to, so that's what we're doing this month. Fifteen crisp tenners worth o' gear for your computer or console, and for how much? The price of one measly phone call. And nay preservatives, neither, I kid you not.

IF YOU'RE UNDER 16, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS' PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 36P PER MINUTE (PEAK AND STANDARD RATE) AND 26P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

LINE THREE

0898 555 538

WIN A MEGADRIVE! (WOT, ANOTHER ONE? YEAH!)

C-C-C-Consoles-a-gogo! The whole world loves 'em, and if the whole world loves 'em, it seems only fair that you get the opportunity to win 'em. Sooo, here is one brand spanking new Sega 16 bit Megadrive machine to take the chill from the winter's air and warm the cockles of your joypad. There's never been a better time to get one of these phantasmagorically cra-zee, def, mega, skill consoles, and this one'll cost you absolutely sweet FA. Apart from the call which you're just about to make, that is.

LINE FOUR

0898 555 539

WIN THE LATEST IN CD GAMING TECHNOLOGY!

You'll no doubt have read about the amazing CD ROM system, devised by Codemasters, in last month's issue, and if not - why not? Go away and read it, then come back and enter this spiffing compo which is being run in conjunction with Codemasters themselves. They're giving away six CD Game Packs, each containing 30 budget hits, and each worth £19.95. That's a lot of games for not much work; just pick up the telephone and dial the relevant number!



Who's got the biggest sack in town? It's the YOB, of course, with his unfeasibly large mailbags. If you're brave enough, why not write to him? He'll reply to your questions, answers, jokes, complaints or whatever - and might even send you a software prize if he thinks your letter is particularly good. Send in your scribbings to: **YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

GOLDEN OLDIES

Dear YOB

I am a great lover of the golden oldies in the arcades, such as Tron, Gyruss and especially good old Track and Field and Hypersports. As I am pretty good at them both, I was wondering if you could put in some research for me and find out the quickest, furthest and highest other gamers have achieved on these dying breed of games. Steve 'The Gem' Gommell, Harefield, Middlesex
YOB: Yeah, it'd be nice to see some of the real golden

oldies being converted to home machines - I'd love to see stuff like Joust II, I Robot and Gravitator being released on either the consoles, or on 16 bit. Perhaps some lovely company would re-release some of their classics on budget or compilation tapes - US Gold have certainly got some great ones in their vaults like Up 'n' Down, Zaxxon, Tapper, Mr Do, Pooyan and Dig Dug. I asked Jaz for info about records on the two games you mention and he gave me some of his old records. Track and Field: 100m 7.37 secs; long jump 9.72m; javelin 103.10m;

hammer 99.45m; 110m hurdles 10.03 secs; high jump 2.49m. He said his highest game score was over 10,000,000, done with a friend in the pier arcade in Aberystwyth, Wales. Hypersports: swimming 48.24 secs; shooting 14,200; long horse 9.50; triple jump 19.17m; archery 5,900; weightlifting 390kg; pole vault 5.93m. His highest game score there was about 450,000. I hope you can beat them.

OLD ISSUES

Dear YOB,

Can I order back issues. If I can, from where and for how much? I went bonkers when I realised that I missed the issue where the Atari Lynx was reviewed.

Markus Nilsson, Sweden
YOB: Watch out - we'll be running back issue ads soon, so you'll be able to catch up on all the issues you missed. As for the Lynx - watch out for full reviews of the games as soon as they're available.

WHAT A DIV

Dear YOB,

For Christmas I got a Sega Master System and I was very happy with it until my three year old sister started playing with it and now my

sister won't let me on it and if I do get a go on it and get a high score she embarrasses me by getting an even higher score. Should I give up my Sega to her and play with her dolls house instead?

James McAuley, South Ackendon, Essex.
YOB: Oh deary, deary me. What a feeble-brained, floppy twerp. What sort of a feeble div lets his three year old kiddie sister beat his highscores??? No doubt your dog'll be beating you next! If I was you I would go and play with her dolls house...

FREEBIES PLEASE

Dear YOB,

The New Year celebrations are over and its now down to business, so I'll not beat around the bush.

As an Amiga owner, I would naturally like to see Amiga disks on the cover of future issues of C+VG although other people may be disappointed. However, CU have already found the answer. They produce the magazine and place disks on some and cassettes on the others, upgrading the price on the disk issues. Would it be possible for you to try a similar scheme, if only for a trial run for one month? *Stuart Hardy, Wales, Sheffield*

YOB: We did think about it, but there's one vital flaw to the idea - what about the thousands of console readers out there. They're not interested in either tapes or disks! That's why we give away stuff like megamags, special posters, books and holograms!

WHAT, WHERE, WHEN AND WHY

Dear YOB,
I am writing to you to congratulate you on your utterly fab mag. I am also writing to ask as I have just bought a PAL megadrive will there be any loss in graphic sharpness of colour. I think Jaz is one of the hippest punks on the street he should be knighted for his work in computers. Also when are you gonna release the next issue of your C+VG Console Book. I also want to know more information about how to become a reviewer for your mag. Now has anyone noticed that on Chan and Chan when you step on a spring you can send back a stage when will the megadrive be released and when is the mega mag and tips for Ghouls and Ghosts going to be printed. *C Walsen, Field Road, West Haddesley, North Yorkshire*

YOB: You don't get much loss of sharpness with a PAL Megadrive - it all really depends on how good your TV set is. If it's rubbish, you won't get a particularly good picture no matter what. Sir Jaz sounds a bit crap to me, and anyway, he says he doesn't want the

Queen slapping her sword around his head and shoulders for anything. How do you become a reviewer? It's a full-time job and you need to be a talented writer for starters. If you're really that interested, send a sample review to the Ed and if he's impressed, I'm sure he'll be in touch. As for the other stuff - keep an eye out for the Mean Machines Complete Guide to Consoles Volume II coming to a newsagent near you at Easter.

NOEL HOPERS

Dear YOB,
I just want to say how thick those kids on that Noel Edmonds Saturday show on TV are e.g. 'I want a computer', 'I want a BMX', 'I want a chemistry set'. Why has not one of them asked for a Sega Megadrive with a stereo monitor and ooh, say £500 worth of games? What present would you ask for, YOB? *Manic Mike the Meaty Megadrive Mogul from Mars*

YOB: It just goes to show that the people who appear on that cruddy Noel Edmonds programme are completely and utterly thick. Presents? I'd want a helicopter gunship, a bionic arm complete with a chainsaw instead of a hand, an army of trained ninja assassins, my own tube train so I could deface it to my heart's content, seven Rottweilers and Debbie Greenwood.

SMARTY BOOTS

Dear YOB,
I am writing to you on matters concerning your megaquiz. I spotted two mistakes in your questions;
1. Question 46. Referring to how many Star Wars games are available, there are seven, yes seven. You were right to point out that Jedi Arena existed on the VCS but as an ex-owner of one of these cult machines also

available were Death Star Battle and Ewok Battle plus a very different version of Empire Strikes Back, more reminiscent of Attack of the Mutant Camels. All from Parker games.
2. Question 51. There were in fact five Indiana Jones based games. Four were the ones in your mag, but also a version of Raiders of the Lost Ark was available, yes again, for the VCS. It was one of the most playable arcade/adventures I have ever played. *Graham McLaughlin, Leicester*
Nicely spotted - smart-ass!

A SKINT JOCK WRITES

Dear YOB, Mega Cool Dude,
Please please could you send me Wonderboy III as it takes me a year to save up for a Sega game. I always read your well crucial publication (when I can afford it). Keep up the good work. *R Martin, Kilmacalcum, Scotland.*

Whiny begging letters from sporn-swinging, girly-killie persons - or any persons for that matter - don't cut any ice with me. If you can't afford computer games, why don't you go back to roamin'-in-the-gloamin'!

WHAT, WHERE, WHEN AND WHY

Dear YOB,
I am writing to you to congratulate you on your utterly fab mag. I am also writing to ask as I have just bought a PAL megadrive will there be any loss in graphic sharpness of colour. I think Jaz is one of the hippest punks on the street he should be knighted for his work in computers. Also when are you gonna release the next issue of your C+VG Console Book. I also want to know more informa-

tion about how to become a reviewer for your mag. Now has anyone noticed that on Chan and Chan when you step on a spring you can send back a stage when will the megadrive be released and when is the mega mag and tips for Ghouls and Ghosts going to be printed. *C Walsen, Field Road, West Haddesley, North Yorkshire*

You don't get much loss of sharpness with a PAL Megadrive - and it all depends on how good your TV set is. If it's rubbish, you won't get a particularly good picture no matter what. Sir Jaz sounds a bit crap to me, and anyway, he says he doesn't want the Queen slapping her sword around his head and shoulders. How do you become a reviewer? It's a full-time job and you need to be a talented writer for starters. If you're really that interested, send in a sample review to the Ed and if he's impressed, I'm sure he'll be in touch. As for the other stuff - keep an eye out for the Mean Machines Complete Guide to Consoles Volume II coming to a newsagent near you at Easter.

I WANNA NEIGHBOURS GAME!

Dear YOB,
I think somebody should write a Neighbours game - I've got a great idea for the game plot. On level one you are Scott on a skateboard and you have to go all the way through Ramsay Street throwing false teeth at Mrs Mangle, Harold and Lucy. On level two you have to jump dogs, cats and other animals. I think you should add more to it but with funny graphics it should be a great game and very popular. *James McAuley, South Ackendon, Essex*

YOB: Has anyone else got a great games design. I'll give a special £50 software prize for the best games design for an unusual subject. And I'll also give another £50 software prize for the crappiest - let your imagination run riot.

VISA

£9.99 Cassettes Our Price £8.49

PLAYMASTERS

No-one can accuse us of being slowcoaches, what with hints for Future Wars and the complete solution to the graphic spectacular, Space Ace. As Bruce Forsyth would say, "What a lot we've got. Woowoooooh!" Ahem, yes. If you've discovered some vital morsel of gaming info, be it a cheat mode, a saucy POKE or a map, why waste time? Bing it in an envelope and get the postie to deliver it to me at... PLAYMASTERS.



C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If you're tips are tops, you could win £100 of software for your computer. Got-lee!

Ninja body parts explode when you die.

MONTE PYTHON.

Enemies come in backwards.

SKIPPY Enemies

bounce.

A SMALL STEP FOR MAN Baddies will jump off the screen.

STEVE AUSTIN Pressing S during play toggles slow motion.

GHOSTS 'N' GOBLINS

Infinite lives for Encore's rereleased arcade conversion, brought to you by Aussie Andrew Mobbs of Queensland, Australia. Type 'em in, LOAD the game and play till your cardiovascular organ's content.

10 MEMORY & 12FF 20 LOAD
"GHOST&G2.BIN", &1800 30
POKE &59B,0 40 CALL
&5000

ST SWITCH-BLADE

That so-called Devonshire blokey, Adam "Pattie" Coombs, reckons that typing POOKY on the high score table then pressing 1, 2, 3, 4 or 5 on the title screen of Gremlin's Rick Dangerous-esque platform game lets you jump between levels. And who are we to argue. No-body, that's who.

AMIGA FUTURE WARS

If you've got this Cinema ware derivative and aren't too good at playing it, D Ferranti and R Perry are here to start you off, with the solution to the first timezone.

Examine scaffolding, operate red button, take bucket, operate open window, examine waste basket, get plastic bag, go to window, open medicine cabinet, take insecticide, open toilet door, examine door, get flag, use bucket on sink, go to north

door in office lobby, use bucket on door, walk to east door, examine carpet, take key, operate east door, go east, close door, examine cupboards below library, use key on second cupboard from left, examine typewriter note number (40315), operate drawer in desk, take paper, close drawer, examine military map, put flag in hole in map, enter passage, examine keypad, operate numbers from number on typewriter, examine machine, operate green button, place paper on opening, operate red button, take documents, stand in circle of light to right of machine.

NINJA WARRIORS

The following cheats are for the original, and are all pointless side but what the hell, they're a whole bunch of bits and pieces. Just press CAPS LOCK, followed by the sentence shown in capitals, then turn off CAPS LOCK to bring the indicated cheat into action. Oh, and don't forget the spaces. Take a hint from the folks at The Sales Office for these.

THE TERMINATOR

AMSTRAD UNTOUCHABLES

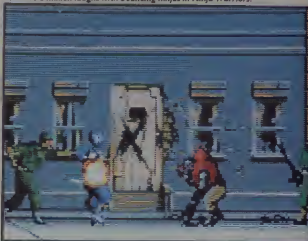
Here's a handy tip for owners of this wow-brill Ocean multi-parter. When the message "Searching 1" appears on-screen, play the tape until "Found 1 Loading 1" is displayed. Stop the tape and fast-forward to the second part of the desired level. Here are the counter numbers (for side two).

Level 1: 008 Level 2: 044
Level 3: 093 Levels 4-5: 125
Level 6: 170

▼ Have a million laughs with bouncing ninjas in Ninja Warriors.

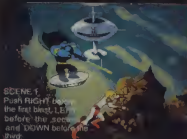
TURBO BOAT SIMULATOR

No name to accompany the following hint, so I'm afraid it's no fame for you. Mr Turbo Boat Tipstar. Just load the game then, after starting play, press Pause and CLR to advance to the next level. Merci beaucoup, whoever you are from Oxford (if you pardon the French).

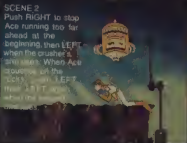


SPACE ACE SOLUTION

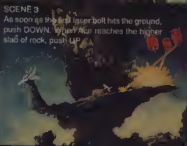
Fans of this interactive cartoon game, take heed of this complete screen-by-screen guide, brought to you by Easington's own Paul Rand.



SCENE 1
Push **RIGHT** before the first blast, **LEFT** before the second, and **DOWN** before the third.



SCENE 2
Push **RIGHT** to stop Ace running too far ahead at the beginning, then **LEFT** when the creature's jaws open. When Ace grooves in the "lock," push **LEFT** from **LEFT** again when the monster's jaws close.



SCENE 3
As soon as the first laser bolt hits the ground, push **DOWN**. When Ace reaches the higher slab of rock, push **UP**.



SCENE 4
Push **UP** again as the ship begins to suck him into its fortress.



SCENE 5
Press **FIRE** to hit the monster.



SCENE 6
When the monster's jaws open, push **LEFT** to stop Ace from running too far ahead.



SCENE 7
When the first laser bolt appears, push **DOWN** to stop Ace from running too far ahead.



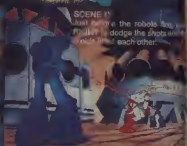
SCENE 8
When the monster's jaws open, push **LEFT** to stop Ace from running too far ahead.



SCENE 9
Just before Ace reaches the first clear path, push **RIGHT**.



SCENE 10
Just after the point of appearance, push **RIGHT**.



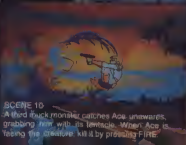
SCENE 11
Just before the robots fire, push **RIGHT** to dodge the shots and avoid being hit.



SCENE 12
When the monster's jaws open, push **LEFT** to stop Ace from running too far ahead.



SCENE 13
To avoid being swallowed, push **DOWN** when the creature opens its mouth, then **LEFT**.



SCENE 14
A third track monster catches Ace unawares, grabbing him with its tentacle. When Ace is facing the creature, kill it by pressing **FIRE**.

SCENE 17

Ace runs down the passageway, right into the path of a fully charged cannon! Push LEFT just before the weapon unleashes its blast.



SCENE 18

Ace must avoid the cannon blast by pushing Bort to the junction.



SCENE 19

Push UP after taking a couple of steps to climb the ladder and avoid the laser blast.



SCENE 20

Picking up the staff left lying carelessly on the ground, block Bort's own power staff by pressing FIRE when he raises it.



SCENE 21

As before, push FIRE when Bort raises his staff to avoid being knocked unconscious.



SCENE 22

As before, push FIRE when Bort raises his staff to avoid being knocked unconscious.



SCENE 23

Immediately upon entering this scene, push FIRE to block Bort's attack, then DOWN to duck underneath the staff.



SCENE 24

Push FIRE to block the attack, then FIRE again after a moment to get away from the energy.



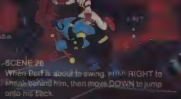
SCENE 25

Back on his feet, Ace must avoid the energy assisted Bort's blow. Push UP before the first swing, followed by DOWN before the second.



SCENE 26

When Bort is about to swing, WHIP RIGHT to knock behind him, then move DOWN to jump onto his back.



SCENE 27

When the blue Geopla appears, push Bort's jump off their master's back, followed by LEFT to grasp the nearby rope.



SCENE 28

When Ace is over the platform, push DOWN to jump from the rope.



SCENE 29

Push RIGHT before the platform drops, as heroes are consumed by lava.



SCENE 30

Push RIGHT immediately before the ray hits the floor.



SCENE 31

Push fire again! Push LEFT when Ace dodges the junction.



SCENE 32

Push RIGHT before the ray reaches the ground.



SCENE 33

When the Geopla appears, push Bort's jump off their master's back, followed by LEFT to grasp the nearby rope.



SCENE 34

When Ace is over the platform, push DOWN to jump from the rope.





TM

BATMAN is "a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city - BATMAN."

"It's with a style and wit that performance, bringing to life the dark world of a great... and a masterpiece." - *Rolling Stone*



"One of the year's best... a masterpiece." - *Rolling Stone*



"A masterpiece." - *Rolling Stone*



SPECTRUM, COMMODORE, AMSTRAD £9.95 AMIGA £24.99 ATARI ST £19.99



TM & © 1989 DC Comics Inc.

THE LONGEST RUNNING NO 1

ROBOCOP™

THE HOTTEST COIN-OP
NOW FOR YOUR HOME MICRO



"This is definitely the best film tie-in to date, and is an utterly superb game in its own right - don't miss it."

PART MAN... PART MACHINE
ALL COP... ROBOCOP



ocean

SPECTRUM
£9.95
COMMODORE
£9.95
AMSTRAD

AMIGA
£24.99
ATARI ST
£19.99

TM & © ORION PICTURES INC.
ALL RIGHTS RESERVED

Welcome once again to the Official UK Highscore Table, where Britain's top players get the chance to show off their record scores. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note exactly what score you've achieved. Any discrepancies will result in your score being excluded from the tables. Send your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire

AFTERBURNER
17,404,100 Kenneth Rorie, Craig-shill, Livingston

ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London

ALTERED BEAST
570,900 Hywel Davies, Maeston, Gwent

ASTRO WARRIOR
1,270,200 Daniel Greenham, Tamworth, Staffs

AZTEC ADVENTURE
256,400 Peter Ramdine, Stratford

BANK PANIC
938,800 Tony Holdford, Colchester

BLACK BELT
4,293,156 Harry Webb, Glasgow

BLADE EAGLE 3D
88,000 Richard Bell, Beddington, Surrey

BOMBER RAID
1,115,700 M G Baker, E Grinstead, W Sussex

CALIFORNIA GAMES
HALFPIKE 87,520 Hywel Davies, Maeston, Gwent

FOOTRAC 134,300 J Cunningham, Sevenoaks, Kent

SURFING 9 S Adam Took, Leeds

SKATING 4510 Andre Morley, Sydenham, London SE26

BMX 145,650 J Cunningham, Sevenoaks, Kent

FLYING DISK 17,000 Anthony Leeds, Halesowen, W Midlands

CHOPFLIFTER
1,400,000 Kenneth Rorie, Craig-shill, Livingston

DOUBLE DRAGON
819,460 Andrew Jackson, Jarrow, Tyne & Wear

FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex

FANTASY ZONE II
8,541,960 Jon Evans, Walsall

GANGSTER TOWN
805,760 Hywel Davies, Maeston, Gwent

GLOBAL DEFENCE
541,150 Anthony Houl, Walsall

GHOST HOUSE
1,385,500 James Denham, London

GREAT BASEBALL
22,010 Robert Garmon, Bedford

GREAT GOLF
71 Scott Reynolds, Hemel Hempstead, Herts

HAND-ON
8,553,264 Euan Matheson, Ross-ire

KENSEIDEN
593,400 Paul Houghton, Dorset

MY HERO
14,978,820 Hywel Davies, Maeston, Gwent

CUT RUN
54,815,590 Ian Gentry, Hillingdon, Middx

POWER STRIKE
56,242,300 Paul Stokes, Aberdare

PRO WRESTLING
553,500 Lee McNaughton, Chesham, Herts

QUARTE
3,170,810 Gareth Wills, Bristol

RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex

RAMPAGE
851,600 David Barden, Norwich

RASTAN
10,200,400 Ben Addison, St Austell

RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales

R-TYPE
7,499,300 Hywel Davies, Maeston, Gwent

SUPA HUNT
8,017,900 Gareth Clark, Banbury, Oxon

SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warwick

SHINOBI
1,321,000 John Moulding, Sunderland, W Sussex

SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands

SPACE HARRIER 3D
17,214,740 Matthew Horne, London

THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands

VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon

WONDERBOY (MONSTERLAND)
10,509,390 William Wong, Nr Stockport, Cheshire

WONDERBOY II
350,100 Wan-Yin Man, Brighton, E Sussex

WORLD SOCCER
27,500 Matthew James, Nr Weston, Avon

ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

ALTERED BEAST
2,209,300 Joel Cullen, Hants

FORGOTTEN WORLDS
788,900 Julian Rignall, C+VG

GOBOLDS AND GHOSTS
218,400 James Adams, Cornwall

RAMBO III
341,880 Jonathan Swindon, Hull, Humberside

SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent

SUPER HANG-ON
Beginner 38,260,720 Glen Williams, London

Senior 30,810,090 Glen Williams, London

London
Expert: 30,050,960 Glen Williams, London

SUPER SHINOBI
136,000 Darren Prantiss, London

EC2A
1,409,060 Joel Cullen, Hants

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden

CASTLEVANIA
999,999 Lee Watkins, Bristol

DUCK HUNT
1,244,000 Danny Stevens, Stratford

GOLF
65 Tom Wennberg, Halmstad, Sweden

ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden

KUNG-FU
1,221,600 Rex, Helsingborg, Sweden

GHOSTS AND GOBLINS
105,700 Ian Bowden, Beasdale, Glasgow

GRADIUS
12,670,000 Julian Rignall, C+VG

OPERATION WOLF
983,029 Roy Gay, Brixton, London

PRO-AM RACING
325,692 M C Warlock, Plymouth

RUSH N ATTACK
1,203,700 Paul Stokes, Aberdare, Wales

SUPER MARIO BROS
9,999,990 David Hiltshire, Workington

SUPER MARIO BROS II
Stage 7-2 Garry Stevens, Stratford

TOP GUN
775,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
982,400 Gas Soumas, Athens, Greece

TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey

ALTERED BEAST
265,100 Lee Mallett, Danbury, Essex

BLOODY WOLF
1,084,100 Saltram Rains, Southall, Middlesex

CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire

DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey

DRUNKEN MASTER
999,999 Bryan Saville, Stevenage

DRAGON SPIRIT
1,162,372 Andrew Dowling, London

FANTASY ZONE
2,644,900 Gareth Harper, Co Londonderry, N Ireland

GALAGA 88
1,438,480 Bryan Saville, Stevenage

GUNHEAD
14,067,810 Rolf Simonetta, Oefwil, Switzerland

LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood, Herts

NINJA WARRIORS
160,310 Tony Lorenzo, London

ORDIN
265,710 Danny Bannister, Streatham, London

P-47
1,118,300 Steve Creasey, Dorking, Surrey

R-TYPE
973,300 Onn Lee, Nottingham

PACLAND
1,113,100 Graham Prior, Stinchfield, Reading

ROCK ON
39,229,400 Rex, Helsingborg, Sweden

SIDEARMS
1,191,500 William Azzoug Spalding, Lincs

SON SON II
805,870 Paul Copey, Nr Southend, Essex

SPACE HARRIER
25,108,360 Bryn Dwyer, Gwynedd, Wales

SUPER WONDERBOY
559,160 William Wong, Stockport

TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland

VICTORY RUN
19,22,33 Saltram Barnes, Southall, Middlesex

VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire

C64

ALTERED BEAST
356,400 C Maddocks, Kilmarrish, Shetland

APB
49,665 C Maddocks, Kilmarrish, Shetland

ARKANOID
564,300 Graham Gurgan, Co. Down, N Ireland

ARMYSTE
30,475,400 Danny Gleghorn, Worksworth, Derbyshire

BATMAN - THE MOVIE
816,850 Garip Armand, Belgium

BOOMBAZ!
326,060 Jack Howarth, Falsworth, Manchester

BLASTERS
3,562,850 Graham Gurgan, Co. Down, N Ireland

BUBBLE BOBBLE
5,715,700 Steven Ball, Romford, Essex

CABAL
175,500 Luke Hetherington, Yeovil

DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki

DENARIS
417,700 Carl Patterson, Walsall, W Midlands

DRAGON NINJA
259,250 Gilles Dury, Belgium

GREAT GIANNI SISTERS
13,528 Gaspar Armand, Belgium

IK+
588,000 Ste Markey, Liverpool

NEW ZEALAND STORY
3,415,000 Luke Hetherington, Yeovil

OPERATION WOLF
1,000,300 B Hardcastle, Cramlington, Surrey

PACLAND
1,855,220 Mark Henn, Highgate, London

POWERDRIFT
3,415,000 Luke Hetherington, Yeovil

RAMBO III
962,400 Hoffman D, Nelson, Lancs

RENEGADE III
79,995 Jukka Piira, Finland

ROBOCOP
1,050,000 Scott Langford Redcar, Cleveland

R-TYPE
678,360 Luca Caccarioli, Trvi, Italy

SLAMMER
303,400 David Lettich, Milton, Glasgow

HIGH SCORES

SILKWORM

1,258,900 Christer Bjorkman, Finland
TEST DRIVE II
 203,850 Paul Warwick, 5 Victoria, Australia
THUNDERBLADE
 2,044,190 J M Clayton, Ryton, Tyne & Wear

ST

AFTERBURNER

38,719,310 Stephen Simpson, Otley, W Yorks
ALIEN SYNDROME
 936,800 Andrew Slamp, Portsmouth, Hants
ALTERED BEAST
 473,000 Gary Lew, London
ARKANOID
 730,390 Julian Rignall, C+VG
ARKANOID II
 525,630 Jaspal Jandu, London
RAIL
 287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
 1,450,800 James Boyd, London
BEYOND THE ICE PALACE
 199,430 Richard Jeffries, Haddenham, Bucks
BLASTERBOIDS
 7,473,325 Richard Hatten, Horwich, Bolton

BLOOD MONEY

340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
 6,345,720 Colin Tracey, Colchester
BUGGY BOY
 107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUIT
 3,555,370 Neil Evans, Cheltenham, Gloucestershire
DRAGON NINJA
 159,430 Philip Hogg, Liverpool, Merseyside

DYNAMITE DUX

552,500 Alex Ware, Sheffield
ELIMINATOR
 4,240,730 Colin Tracey, Colchester, Essex
EMPIRE STRIKES BACK
 550,115 Ian Pinder, Pudsey
FLYING SHARK
 4,283,120 Neil Evans, Cheltenham, Gloucestershire
FORGOTTEN WORLDS
 59,301 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
 9,986,263 Andrew Dowling, London, UK

INDIA & JONES ARCADE

243,671 Andrew Newton, Wigan
IKARI WARRIORS
 77,591 Craig Sutherland, Scorse, Scotland
LED STAR
 14,103 Tim Beer, Streatham, London S W 16
LED STAR II
 806,910 Richard Davis, London
LICENCE TO KILL
 82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
 600,125 Stephen Simpson, Otley, W Yorks

OPERATION WOLF

305,250 Aaron Kramer, Morayshire
OUTRUN
 94,877,900 Gerald Evans, Machynlleth, Dyfed

PAFLAND

217,526 A Redfern, Huddersfield, Yorkshire
PAPERBOY
 20,550 Ian Curriagan, Birmingham
POWERDRIFT
 1,484,429 Philip Hogg, Liverpool, Merseyside

RED HEAT

103,643 Philip Waite, Bradford, W Yorks
RETURN OF THE JEDI
 208,911 Andrew Smart, Rossen-

dale, Lancs

ROBOCOP
 401,250 Aaron Kramer, Morayshire
R-TYPE
 523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
 2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
 6,143,100 Ben Key, Sheffield
STARGLIDER II
 529,599 Stephen Simpson, Otley
STAR WARS
 2,479,100 James Tarbey, Liverpool
STRIDER
 2,896,989 Andrew Dowling, London
SUPER HANG-ON
 34,619,671 Paul Lomas, Cannock, Staffs
SWITCHBLADE
 243,540 Paul O'Keefe, London
SE14
THUNDERBLADE
 618,510 Richard Davis, London
INDICATORS
 496,100 Stephen Simpson, Otley
WIZARD
 9,844,860 Colin Tracey, Colchester, Essex
XENON II
 1,586,800 Colin Tracey, Colchester, Essex

AMIGA

AFTERBURNER

16,189,480 Remko de Gilde, Holland
BARBARIAN II
 74,753 Daniel Sprangers, Gressendham, Holland
BATMAN THE MOVIE
 2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
 177,550 Tim Lehane, Co Cork, N Ireland
CASTLE WARRIOR
 805,261 Lor Merly, Israel
CONTINENTAL CIRCUIT
 476,330 Martin Allsop, Burton-On-Trent, Staffs
DATASTORM
 567,370 Mark Schokker, Wintersburg, Holland
DENARIS
 315,280 Stu Tony, Chelmsford, Essex

DOGS OF WAR

341,900 Jimmy Gustafsson, Sweden
DOMINATOR
 219,947 Daniel Sprangers, Gressendham, Holland
DOUBLE DRAGON II
 111,150 Simon Deal, Camberley, Surrey
FORGOTTEN WORLDS
 638,500 Justin Edwards, Bradford
GUNSHIP
 39,434 Andrew Aldridge, Eriestone, Wiltshire

HYBRIS

2,171,775 Miguel Lima, Portugal
INDIA JONES ARCADE
 37,306 Remko de Gilde, Holland
LED STAR
 574,478 Steven Howard, Lowestoft
LICENCE TO KILL
 39,573 Lor Merly, Israel

OPERATION WOLF

1,021,122 Jogi Rahn, Crayford, Kent
PAC-MANIA
 37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
 107,150 David Pocock, S Croydon, Surrey

POWERDRIFT

1,735,600 Ole Jensby, Thisted, Denmark
RICK DANGEROUS
 744,560 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
 1,912,824 Allan Black, Desbo-

rough, N Hants

ROBOCOP
 371,650 Martin Allsop, Burton-On-Trent, Staffs
SILKWORM
 3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
 22,650 Paul Rand, C+VG
SPACE HARRIER
 7,566,960 Allan Black, Desborough, N Hants
STARGLIDER II
 388,492 Kevin Griffiths, Wolverhampton
STRIDER
 590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
 22,118,632 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
 447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE
 79,750 Vidar Sorensen, Tromso, Norway
TEST DRIVE II
 136,250 Petri Niemi, Finland
XENON II
 2,228,120 Colin Tracey, Colchester, Essex

SPACE

AFTERBURNER

58,930,300 John Bristow, Erith, Kent
BATMAN - THE MOVIE
 374,090 Paul Macey, Caerleon, Gwent
CHASE HQ
 6,514,845 Mark Jasper, Braintree, Essex
CRAZY CARS II
 522,114 Martin Lunn, Sutton Coldfield, W Midlands
DOUBLE DRAGON
 894,600 Fraser Spears, Birmingham
DRAGON NINJA
 1,102,060 M C Warlock, Plymouth
FIREFLY
 1,643,290 Robert Preston, Warrley, W Mids
FORGOTTEN WORLDS
 680,800 Fraser Spears, Birmingham
LAST NINJA II
 999,999 Steven Symonds, Chard, Somerset

NEW ZEALAND STORY

501,300 Peter Barnes, Oakworth, Keptrey
OPERATION THUNDERBOLT
 174,200 James Thomas, Derby
OPERATION WOLF
 630,630 Martin Hills, Sittingbourne, Kent

OUTRUN

31,065,250 Kieran Kelly, Cloughborough, Leics
ROBOCOP
 1,982,240 Fraser Spears, Birmingham

HOLING THUNDER

318,420 Michael Turner, Downend, Bristol

SHINOBI

25,714,950 James Thomas, Derby
THUNDERBLADE
 1,844,000 John Bristow, Erith, Kent
WEC LE MANS
 439,920 Richard Bisbrow, Liverpool

AMSTRAD

AFTERBURNER

25,714,950 Thurstan Johnston, Richmond, Surrey
APB
 \$38,970 Andrew Buckley, Reading, Berks
BARBARIAN II
 29,540 James Lodge, Belper, Derbyshire
BATMAN THE MOVIE
 250,630 Scott McCulloch, Irvine, Scotland
BLASTERBOIDS
 106,890 Tim Goldsby, Cheltenham, Gloucs
BUGGY BOY
 129,190 Neil Culpman, Hemel Hempstead, Herts
CRAZY CARS
 14,870,030 Karl Rudolf, Redditch, W Mids
CRAZY CARS II
 752,966 Morten Ludvigsen, Nesna, Norway
CHASE HQ
 6,600,251 Scott McCulloch, Ayrshire, Scotland
CYBERNOID II
 136,250 Thurstan Johnston, Richmond, Surrey
DARK SIDE
 6,518,030 Stu, Melton Mowbray, Leics

DRAGON NINJA

1,068,000 Philip Doak, Eilon, Aberdeenshire
DYNAMITE DUX
 156,810 Tim Goldsby, Cheltenham, Gloucs
GRAYGOR
 1,264,606 James Campbell, Wellington, Kent

MR WOLF

243,880 Ben Patchers, Scaldwell, Northants
OPERATION WOLF
 925,650 Scott McCulloch, Irvine, Scotland
OUTRUN
 56,708,370 R McDonald, Thurbury, Leics

ROBOCOP

2,784,000 John Bristow, Erith, Kent
SOLOMON'S KEY
 Paul Cayzer, Wigan
SORCERY PLUS
 120,135 Ben Cumming, Eaglestone, Cleveland

TETRAIS

24,300 James Lodge, Belper, Derbyshire
INDICATORS
 479,000 Giles Taylor, Eastleigh, Hants
WEC LE MANS
 412,440 James Lodge, Belper, Derbyshire

▼ 174,200 is the score to beat on *Space Op Thunderbolt*.



THE



THE

GREATEST
COMPUTER GAMES....THE
PUNISHER

....IN THE KNOWN UNIVERSE!

"The graphics are nothing short of superb...
A fully beweaponed ship is quite a spectacular
sight and it can torch more aliens than I've had
hot dinners this week It's pretty addictive
stuff." — C + VG Jan 90

"The end-of-level gostrifans
steal the show - they are brilliant."
— Amiga Action Feb 90
"Darius + is superb!"
— Commodore User Dec 89

AVAILABLE FROM THE BEST SOFTWARE
STOCKISTS EVERYWHERE

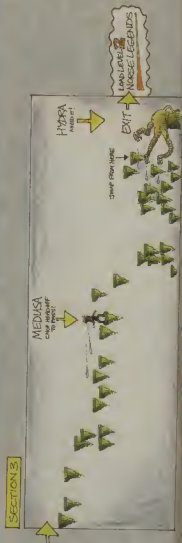
AMIGA - ATARI ST - SPECTRUM
AMSTRAD CPC - IBM PC - COMMODORE 64

The EDGE, 36/38 SOUTHAMPTON STREET, COVENT GARDEN, LONDON WC2E 7HE Tel: 01-831 1801

THE PUNISHER Copyright (c) 1988-1989. Marvel Entertainment Group Inc. Darius (c) 1987 Taito Corporation. Game enhancement and coding (c) 1988 The EDGE/Splink Int Ltd. All rights reserved.

MYTH MAPS

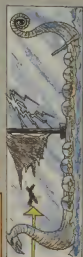
30



LEVEL 2

LEVEL 2 NORSE LEGENDS

SECTION 1



TELEPORT (ON
CLEAR)
THE DRAGON
FIRE IS HOT
AND DANGEROUS

SECTION 2



REScue CAPTIVE
ACROSS THE PLAIN, REACH THE
CAVE AND ENTER THE CAVE

HIDDEN DWARVES
GRAB THE DRAGON
AND THE DRAGON
AND THE DRAGON

RESCUE THE DRAGON
AND THE DRAGON
AND THE DRAGON

EXIT

SECTION 3



ODIN

FLIP SECTION
END.

WARNING



**THIS DISK WILL
GIVE YOU
HOURS OF
FUN**

**THIS DISK
COULD GIVE
YOU 6 MONTHS
IN PRISON**

If you Pirate Software you are
a thief. Thieves will
be prosecuted.

THIS CAMPAIGN IS ORGANISED BY
ELSPA
EUROPEAN LEISURE SOFTWARE
PUBLISHERS ASSOCIATION

*Any information on piracy
should be passed to
The Federation Against Software Theft.
Telephone 01-240 6756*



REVIEW

► AMIGA



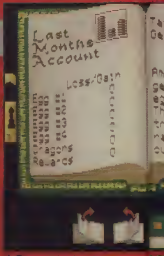
▲ Cooking a Dragon's egg takes longer than three minutes—more like three months.

A area is a land plagued by civil war. Three kinds in the wasted plain around Dwarf Mountain are battling for supremacy, and for the right to claim the three pieces of a magical object: the talisman. Only the talisman, once assembled, allows access to the Throne Room in Dwarf Mountain, and only the Throne Room hides the secret of immortality.

Any combination of human and computer players can take part in this triangular conflict, but all have the same objective: to raise their armies of dragons to such a strength and number that they will find the talisman first

and have the power to guard it.

Play takes place in turns, during which any player may perform six basic actions. Accessing the map allows you to plot attacks on enemy settlements; the dragon status screen tells you how good a dragon is at performing tasks (a dragon with poor eyesight, for example, won't find talisman pieces so easily). Nurturing a dragon in the egg involves gauging the heat of incubation and casting the right spells; checking books reveals information about other player movements, accounts and your magic stock; dealing with traders allows you to stock up on elements you lack.

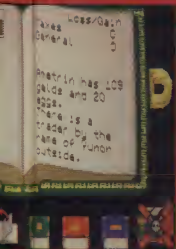


▲ Times are hard—a dragon and 20 eggs to support!



BY PALACE





The castle of one of your competitors. Wonder how she's doing?



UPDATE

A message to all lovers of dragons and winged serpents: an ST version will be released at the same time as the Amiga, but the PC dragon is still in its egg, and shouldn't hatch till later this year.



Spell-casting, however, is the most fundamental action once you've learned your trade, you can create magic to increase the population of one of your towns, give a dragon greater strength, or give yourself greater wealth. In creased population means greater defences: a strong dragon will live longer and defend more; greater wealth means you can buy more elements for magic potions.

A game continues until all players run out of money and

C+VG HIT!

dragons, or the talisman is found. There can only be one winner.



BREATH

REVIEW

AMIGA

£29.99

Every aspect of *Dragon's Breath* has been superbly designed, from general points like the difficulty level (the computer opponents make formidable challengers) down to little things such as the different faces of traders who come to sell items. However, the most rewarding aspect is undoubtedly the spell-casting. This system draws you right to the heart of alchemy and spell creation - it's so good that if you're not happy with one spell you can create another yourself (as long as you're aware of the side effects). Once you've mastered the art (and you have to, to win), you can explore all the other subtleties, such as raising and training dragons, occupying villages, searching for talisman fragments: there are so many actions you can perform that no game is ever completely the same. On top of this the graphics are excellent and the stereo sound effects and music superb! *Dragon's Breath* has to be one of the most original games for some time, and if you like your action heavily dosed with strategy, go for it. The only criticism I have is there are too few arcade-style sequences: a couple more would have made it a classic.

GORDON HOUGHTON

GRAPHICS	88%
SOUND	93%
VALUE	80%
PLAYABILITY	90%
OVERALL	89%

LOCK & LOAD

MAGNIFY

AFTERBURNER — You've played the arcade smash — now experience the white-knuckled realism of a supersonic dogfight at home!

Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Afterburner™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.



WOLF

OPERATION WOLF — Not only has all the action and game play been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-'em-ups to have appeared in a long time! ACS

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

Operation Wolf™ by Sega. 1195 000
Mains — SEGA ENTERPRISES LTD.

DOUBLE DRAGON — Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

1988 Mastertronic International Ltd.

DOUBLE DRAGON

4
HIGH CALIBRE GAMES IN ONE PACK FOR YOUR ATARI ST/AMIGA

BATMAN

THE CAPED CRIMINAL

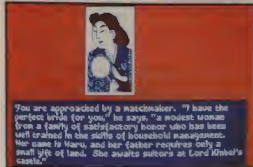
IRISMAN — The character of Iris is a doppelgänger, a person who looks exactly like you. In this game, you play as Iris, a doppelgänger who has been created by a mad scientist.

ocean



SAMURAI

▼ You'll be needing a wife to help propagate your clan.



▼ One of the arcade sequences - "Disembowelling The Rival"



BY MICROPROSE

Microprose's latest simulation/strategy game is set in early feudal Japan, rich pickings for programmers recently. As you'd expect from Microprose, it's reinforced with a glossy 100-page manual details most aspects of Samurai life and tells you how to play the game.

If you don't wish to practice some of the arcade elements first, you take the role of a warrior, align yourself to a clan and enter the game proper at one of four skill levels. Play mostly takes the form of a series of witten choices, broken up by action sequences: for example, if you choose the travel option at the start, you enter a map screen, choose a location, ac-

cess it and face another set of choices.

It's vital that you make correct decisions, as entering combat too soon can end the game quickly. Your ultimate objective is to gain enough land, honour, army strength and other qualities to become the clan daimyo (leader).

PC
£29.99

Sword of the Samurai is like an expanded Lords of the Rising Sun - more complex, more reliant on strategic skills and, in the end, more rewarding. It contains so many aspects - exploration, conquest, training, the acquisition of honour, marriage, appeasement - that it's bewildering to begin with, and very easy to snuff it. It doesn't help that, without a hard disk, there's so much disk swapping and access time but, as the game reminds you, the tranquil mind eschews impatience. Graphically it's poor - the CGA mode is probably better than EGA and VGA because it's more successful at what it does: all modes are blocky and poorly animated, however. Sonically, the game supports an AdLib sound board or a Roland MT-32 MIDI board - neither of which my PC has, so I can't comment. Samurai is well worth persevering with: it's just a shame that the graphics and presentation couldn't have matched the depth and subtlety of the gameplay.

GORDON HOUGHTON

GRAPHICS	49%
SOUND	n/a
VALUE	84%
PLAYABILITY	80%
OVERALL	81%

UPDATE

Other 16 bit versions are due, but no concrete details are available as yet.

REVIEW ▶ AMIGA



▲ That yellow and white block won't do you any good there.



▲ As time goes on, spacers shove the blocks ever upward.

COLORIS

BY AVESoft

Tetris is widely regarded as THE addictive computer game. It's available on almost every popular format imaginable, and it keeps thousands of people engrossed for hours on end. Not bad for something that originally came from Russia!

▼ Look out for Coloris. It'll be looking out for you...

So it was only a matter of time before someone came up with a game along similar lines. Finnish software house Avesoft have produced Coloris, which differs from Tetris in one important aspect. For, instead of linking shapes together to form unbroken lines, the idea is to match col-

ours to keep those blocks at bay and rack up the points. If the blocks reach the top of the playing area, then you lose and the game ends. And, if you feel as though you're really soopa at linking those hues, you can try your hand at the time trial game which gives you a limited amount of time in which to score as much as possible.

UPDATE

Those funky Avesoft programmers are beaver away like, well, beavers to put Coloris onto PC and C64 within the next few weeks, with other versions appearing in the fullness of time, so we're told.

AMIGA

£24.99

Where Tetris is immediately playable, Coloris isn't as blatantly obvious and you need to read the manual before even attempting to get anywhere. The colour-matching gives the game some originality (even though it is, in all other respects, a Tetris "clone") and, like that multi-format classic, is very addictive. Not quite as enjoyable as Tetris, but the ideal game for the 0.02% of the population who want a puzzle game which is a bit more complex.

PAUL RAND

GRAPHICS	72%
SOUND	76%
VALUE	85%
PLAYABILITY	85%
OVERALL	83%

NEW TITLES
SENT DAY
OF RELEASE

AMMIA	ST	PCB %	PCB %
16 17	17 76	—	—
16 18	16 76	—	—
16 19	16 76	—	—
16 20	16 76	—	—
16 21	16 76	—	—
16 22	16 76	—	—
16 23	16 76	—	—
16 24	16 76	—	—
16 25	16 76	—	—
16 26	16 76	—	—
16 27	16 76	—	—
16 28	16 76	—	—
16 29	16 76	—	—
16 30	16 76	—	—
16 31	16 76	—	—
16 32	16 76	—	—
16 33	16 76	—	—
16 34	16 76	—	—
16 35	16 76	—	—
16 36	16 76	—	—
16 37	16 76	—	—
16 38	16 76	—	—
16 39	16 76	—	—
16 40	16 76	—	—
16 41	16 76	—	—
16 42	16 76	—	—
16 43	16 76	—	—
16 44	16 76	—	—
16 45	16 76	—	—
16 46	16 76	—	—
16 47	16 76	—	—
16 48	16 76	—	—
16 49	16 76	—	—
16 50	16 76	—	—
16 51	16 76	—	—
16 52	16 76	—	—
16 53	16 76	—	—
16 54	16 76	—	—
16 55	16 76	—	—
16 56	16 76	—	—
16 57	16 76	—	—
16 58	16 76	—	—
16 59	16 76	—	—
16 60	16 76	—	—
16 61	16 76	—	—
16 62	16 76	—	—
16 63	16 76	—	—
16 64	16 76	—	—
16 65	16 76	—	—
16 66	16 76	—	—
16 67	16 76	—	—
16 68	16 76	—	—
16 69	16 76	—	—
16 70	16 76	—	—
16 71	16 76	—	—
16 72	16 76	—	—
16 73	16 76	—	—
16 74	16 76	—	—
16 75	16 76	—	—
16 76	16 76	—	—
16 77	16 76	—	—
16 78	16 76	—	—
16 79	16 76	—	—
16 80	16 76	—	—
16 81	16 76	—	—
16 82	16 76	—	—
16 83	16 76	—	—
16 84	16 76	—	—
16 85	16 76	—	—
16 86	16 76	—	—
16 87	16 76	—	—
16 88	16 76	—	—
16 89	16 76	—	—
16 90	16 76	—	—
16 91	16 76	—	—
16 92	16 76	—	—
16 93	16 76	—	—
16 94	16 76	—	—
16 95	16 76	—	—
16 96	16 76	—	—
16 97	16 76	—	—
16 98	16 76	—	—
16 99	16 76	—	—
16 100	16 76	—	—

[illegible][illegible]

CARTIDGE

Name _____
Address _____
City _____ State _____ Zip _____

SEND TO KEY SOFTWARE, 1 UPPER PARK ST, HOLYHEAD, GWYNEDD LL65 1HA



▲ After taking out your compadre, the German tank lines up his gun on you!

CONQUEROR

BY RAINBOW ARTS

Conqueror is a conversion of David Braben's 3D tank combat game which caused quite a stir among

Archimedes owners a year or two back. It's made up of three separate games, each with ten levels of difficulty.

▼ Directing traffic. Capture the ringed area and defend it to win.



The arcade game pits your lone tank against waves of increasingly tougher enemy tanks. Each tank destroyed earns you points based on its strength, and as your score increases your tank automatically upgrades itself.

In Attrition, you get a force of two light, two medium and

UPDATE

A PC version is out with the Amiga and ST versions and costs 24.99.

ST

£19.99

The Amiga version was ported across from the ST version, so there aren't any differences apart from a marginally faster frame update.

OVERALL 80%

one heavy tank (all of which are modeled on real WW2 tanks) with which you have to destroy an ever-increasing enemy force. While you take control of one of the four, you can send the others trundling off to their own destinations, doing battle with any tanks they run into.

The third game concentrates much more on strategy. At the start of each round you buy tanks to make up your force, then set out to take possession of an area of land and defend it for a minute. To help out, you can forfeit points to call up a spotter plane (to pinpoint the positions of enemy tanks) or a remote artillery barrage (to blow 'em up).

AMIGA

£24.99

Conqueror certainly looks great, and has obviously had a lot of thought put into its design and implementation, but it does have a couple of flaws. The main niggle is that the tank graphic is so dinky that it's often unclear exactly where your gun is pointing. Consequently, the fast-moving arcade game (in which rapid and accurate aiming is essential) is so difficult that it's hardly worth playing. In the strategy games the enemy forces are more spread out, so the action is more subdued and much easier to get to grips with. Anyone whose tastes are slightly more thinking than blasting will enjoy Conqueror. Others should attempt a recce mission before committing the defense budget.

PAUL GLANCEY

GRAPHICS 83%

SOUND 35%

VALUE 80%


PLAYABILITY 81%

OVERALL 80%

A free top 40 music tape when you buy two computer games (You can't lose).



Only at Boots can you join forces with the Ghostbusters, obliterate The Joker and take home Kylie Minogue for under £21.00. Boots also have an extensive range of software and stock all the major games as they're released. So when you want an eight bit computer game, and a bit more, you know where to come.

A better buy at 

OFFER AVAILABLE ON EIGHT BIT COMPUTER SOFTWARE GAMES ONLY WHEN TWO TITLES AT £5.95 OR MORE ARE BOUGHT AT THE SAME TIME. OFFER AVAILABLE ON SINGLE MUSIC TAPE TITLES ONLY. AVAILABLE AT LARGER STORES ONLY.

Your dates:

13th-16th
September

Your venue:

Earls
Court

Your show?



**Continuing the tradition
but dedicated to leisure.**

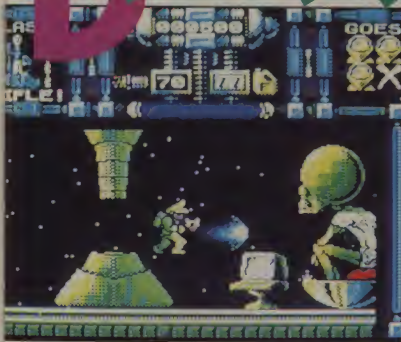
Sponsored by C&VG, SINCLAIR USER, CU, ACE and THE ONE.

Contact: Sally Buller at EMAP International Exhibitions: 01-251 6222 ext. 2406
or Gary Williams ext 2518

► SPECTRUM, C64

REVIEW

DAN DARE III



BY VIRGIN/MAS-
TERTRONIC

baddies drains his energy. If he accesses a terminal, however, he can buy more goodies, from extra lives to a smart bomb. Once he's plundered a level of its objects, daring Daniel travels to the next via a Master of the Lamps-style fly-through-the-squares teletop system.

SPECTRUM £9.99

The only thing wrong with *Dan Dare III* is its simplicity. The graphics are among the best I've seen on the Spectrum - very colourful, with some superb explosions and neat animation - and the sound is OK, basic effects mixed with occasional jingles. Some of the aliens (apart from the inflated Mekon) don't look very Dan Dare-ish, varying from bug-eyed fish to misshapen armoured blobs - but that doesn't detract from the game's appeal. The gameplay itself, though, is pretty basic, like its immediate predecessor: shoot baddies, collect fuel and weapons, and defeat the Mekon to finish the level. *Dan Dare III* is full of nice touches, and is worth a look just for the graphics - it offers plenty of short-term fun but doesn't have the depth to keep you playing for weeks.

GORDON
HOUGHTON

GRAPHICS	94%
SOUND	79%
VALUE	80%
PLAYABILITY	86%
OVERALL	83%

Having defeated the evil Mekon in his previous two exploits, Dan faces the Big Greenie once again - only this time, the Mekon has got wise.

Dan's basic aim is to collect enough fuel to escape the Greens' domain, but the only way he can travel between levels is via a teletop.

And who's got the teletop

key? The Mekon. Or rather, giant holographic images of the Mekon, which act as end-of-level guardians to defy daring Daniel: the bogey-coloured alien chief is too cowardly to fight Dan in straight combat.

Our hero flies around in a jet-pack, armed with a trusty three-level plasma gun to kick alien ass: contact with

▲ Blimey! Is this old Green Bounce himself?

UPDATE

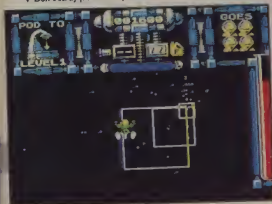
Dan Dare III is also available on the Amstrad, selling for £9.99 (£14.99 disk). 16 bit versions are "lifty but possible", and won't appear until much later, if at all.

C64
£9.99

The graphics and sound are great, and the gameplay is very addictive in the short term. The only trouble is, like the Spectrum version, it lacks long-lasting appeal.

OVERALL 79%

▼ Don't stray from the squares in the teletop sequence!



THE MEGA

There are two celebrations this month - the 100th issue of C+VG, and US Gold's 5th birthday! And in way of celebration, we've both got together to bring you this massive megacomp!

On the front of the issue, you must have noticed by now, is your own personal Megacomp Number. This month - and next month - we're printing winning numbers inside the issue. If your Megacomp Number matches one of those inside the mag, you're a winner!

The catch is that the numbers are in code! To get the real winning number you've got to crack the code by using the special code cracking formula. It's pretty easy, so just read on and follow the instructions.

HOW TO CRACK THE CODE

First of all grab a pencil and some paper - and a calculator if you don't think your brain can cope with some simple addition sums. Now, write the following numbers across the top of the paper drawing a line down the page between each one:

1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384
32768 65536 131072

Now you've got your Code Cracker! To convert the code number to a proper number, enter the code number underneath it, putting one number in each column like the example below. Then all you've got to do is add together the numbers that have a 1 underneath them and the proper number is revealed! Now you can see whether it matches your personal Megacomp Number.

Still confused? Well, let's take an example. We're using the first T-shirt number.

You put the code in like this...

1	2	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768	65536	131072
0	1	0	0	1	0	0	1	0	0	0	1	0	0	1	0	0	1

Now add up those numbers with 1 under them, so that's
 $2+16+128+2048+16384+131072$

And that equals... er... 149650

So if you have that number on the front of the magazine, you can claim for your prize by following the steps below. But before we get to that, here are more winning numbers!!

WINNING NUMBERS!

WINS A PC ENGINE
000100000001011110

WINS A PC ENGINE
100110101101101101

WINS A PC ENGINE
100001000100000001

WINS A PC ENGINE
010101101000010001

WINS A PC ENGINE
111111010001111101

COMPUTER
+video
GAMES



MEGACOMP

PUTER

Video

GAMES



ALL THESE WIN US GOLD MUGS

100100100010001001	000001100010001001
010100100010001001	000000100010001001
001100100010001001	000000010010001001
000100100010001001	000000001001000101
000010100010001001	000000000101000101

ALL WIN US GOLD T SHIRTS

010010010001001001	10000000011111101
111111011000100001	11000000011111101
011111011000100001	11100000011111101
001111011000100001	11110000011111101
000111011000100001	11111000011111101
000011011000100001	10000011100111101
001010010001001001	111100000110000011
000110010001001001	00011111100111101
000010010001001001	00001111100111101
000000010001001001	00000111100111101
011111111100011110	00000011100111101
001111111100011110	11000001100111101
101100011100011001	11100001100111101
000100011100011001	11110001100111101
000011100011100001	11001111001111101
00000110011100001	11100111100111101
00000011101110001	10011111001111001
00000001111110001	10001111001111001
00000000111110001	10000111001111001
00000000011110001	10000011001111001
00000000001110001	11110001100111001
00000000000110011001	11110011001111001
0000000000011011001	11111101100111001
00000000000011111001	00111101100111001

ALL THESE WIN SPECIAL US GOLD POSTERS

100010001000101110
100001001000101110
100000011000101110
100000001000101110
100000000100101110
100000000010101110
100000000001101110
100000000000101110
100000000000011110
1100000000000101110

We'll be printing the rest of the winning numbers next month - so make sure you don't miss the next issue. If you didn't win this month, you never know, the number on the cover of this issue could win you one of 5 PC ENGINES, or even that amazing TURBO OUTRUN COIN-OP!!!

HOW TO CLAIM YOUR PRIZE

If you've got a winning number and want to claim your prize, I send the ENTIRE MAGAZINE COVER along with your name and address to: C+VG MEGACOMP CLAIMS, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Please state which prize you're claiming for - if it's a valuable one, we suggest that you send the cover by recorded delivery.

Any incomplete, torn, disfigured or otherwise mutilated numbers will be disqualified from the competition. C+VG accept no responsibility for entries lost or mutilated in the post. The Editor's decision is final, and no correspondence shall be entered into.

REVIEW

► SPECTRUM ST

Not to be confused with the 1986 coin-op (which Elite converted to home computers), Space Harrier II is in fact a conversion of the Sega Megadrive game which was released when the machine was launched at the beginning of last year.

It's basically very similar to the coin-op original, with the player taking control of a jet-packing, laser-toting hero on a mission to liberate the Fantasy Zone from alien occupation.

There are twelve different areas to fly through, each one swarming with aliens which must be dodged or blasted. At the end of each zone is a big mother alien -



BY GRANDSLAM

▲ Yikes! A triple-headed turtle greets you at the end of level one.

SPACE HARRIER II

destroy it and you can move on to the next area. When all of them have been dispatched, the Fantasy Zone is free.

▼ Teque's graphic artists have certainly produced some pretty sprites, of which these robots are a good example.



UPDATE

Amiga, Amatrak and C64 versions should all be available by the time you read this. They're all looking very promising - but bear the above criticisms in mind if you're thinking of buying them.

SPECTRUM £9.99

Space Harrier II is a very well-programmed, good looking and playable game, but suffers the same problems as the ST version - it's just much too similar to the original game which you can now get for only £2.99.

OVERALL 77%

ST

£19.99

Although Space Harrier II is a very slick and faithful conversion of the Megadrive game, featuring colourful, fast and smooth 3D graphics and decent sounds, it doesn't really have anything new to offer. Okay, so you've got a new set of aliens to blast, but really it's just the same as the previous game. Still, if you can't get enough of Space Harrier, or missed out on the original, this is about the best version you're likely to see on the ST.

JULIAN RIGNALL

GRAPHICS	88%
SOUND	87%
VALUE	67%
PLAYABILITY	78%
OVERALL	78%

CEREBRAL SOFTWARE



"As the music loaded, I felt drawn into different reality, an alternative world where I assumed the identity of another."



CONFLICT

The Middle East Political Simulation

IBM PC • COMING SOON • Amiga • Atari ST
The Middle East today is as unstable and dangerous as at any time since the Crusades. The superpowers embroiled in their "fighting cocks" and try out military ploys in the best of conditions. It is the potential chaos of World War III. CONFLICT puts you in a world where military and economic forces combine to simulate the multiple pressures that a national leaders under in a modern nation state. Your aim is to force the collapse of all four neighbouring governments. A frightening and highly realistic wargame.



HUNTER KILLER

Amiga • Atari ST

Experience the reality of commanding an American WWII combat submarine in the South Pacific. Master the controls of your vessel, then embark on a series of missions from "search and destroy" to detailed escort duties modelled on real WWII campaigns. With eleven different submarines, fourteen separate missions to attempt, at a range of difficulty levels as well as practise patrols that take place during the day or at night, HUNTER KILLER has a host of features that outclass any other submarine simulation.



GRIMBLOOD

Amiga • Atari ST

Place yourself deep within the walls of Castle Grimblood, here lurks a murderer, who is preying on those who live by and keep the rituals. You as the young Earl, Maximus, must uncover the terrible secret in order that he can unlock the chains of timeless obedience to the rituals of the castle and gain his freedom. If you fail you are certain to fall victim yourself to the stalking assassins knife... A gothic whodunnit, written by Mike Singleton, featuring digitised sound and graphics and promising a different game every load!

16 BIT BLITZ MASTERTRONIC

Vision Mastertronic Ltd • 2-4 Vernon Yard • 119 Portobello Rd • London W11 2DX • 01-727 8070

Screenshots may be taken from a different version

#4.99

CRAZY CONSOLE

It's finally happened - the Yanks have gone console crazy. John Cook reports back from the massive Las Vegas CES show, the American equivalent of our PC Show, where floppy discs seem like an endangered species...

MONEY, MONEY, MONEY...

In 1989, the American consumers spent an estimated £26 billion on televisions, videos, cameras, hi-fi, assorted electrical paraphernalia and, of course, computers and computer games.

How much do they spend on computer games? On floppy based games, it's thought about £200 million - which sounds like quite a lot, doesn't it. But how much do you think they spent on Nintendo consoles, software and peripherals? Hold on to your hat, buddy boy - a cool £1.7 Billion pounds. That's right guy, 1.7 Billion smackerones!

Other videogame products (the term now used for consoles) didn't do too badly, with about £400 million, going over the counter.

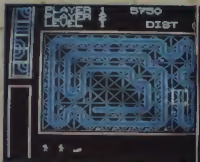
Now surprisingly, this huge dominance of ROM cartridge-based products reflected itself in the massive amount of show floor space devoted to it. You could have easily got lost on the Nintendo stand, which consisted of over 40 separate booths for each of the publishers Nintendo allows to sell Nintendo carts - as well as Nintendo's own vast bit in the middle.

N-N-N-NINTENDO

A whole bunch of new games were on show for the first time, with Nintendo promising around 40-50 new releases in the next six months. And with about 22 million Nintendo owners in the US to grab them up, don't expect too many of them to be left on the shelves.

Two UK sourced products did stand out - the game Pipe Dream (called Pipa Mania in the UK and given a C+VG Hit last month) programmed in the US but dreamed up by Bristol coders, Assembly One, and Solstice which was designed and programmed by Manchester based Software Creations.

Pipe Dream loses none of its addictiveness on Nintendo, while Solstice



▲ Remember Pipemania?

— Here's the Nintendo version!

seems to be one of the first Nintendo games to use a "Knight Lore" style of isometric 3D, with a dash of magic potion stuff thrown in for good measure.

As a pinball fan I was particularly impressed with the conversion of William's Pinbot - the first ever officially licensed pinball game! That's being released by Nintendo themselves and was displayed along with Final Fantasy, a RPG cart which has battery backed RAM in the cart, so you can save your game data after a playing session and start from where you left off next time.

▼ Nintendo Solstice - designed in the UK



CES

ENGINE DELIGHTS

Still, when it comes to sheer gosh-wow-ness, the Nintendo comes a poor second to the PC Engine (known as the TurboGrafx-16 in the USA) and the Sega MegaDrive (alias the Genesis), both of which were in very strong evidence.

There were a whole pile of new games on display on the show floor—many looking very impressive indeed. Again, my favourite was a great pinball simulation called *Alien Crush*, but there were loads of other games—mostly shoot 'em ups. It was nice to see the odd sports sim though (like *Power Golf*—very neat) and a strategy game called *Military Madness*.

▼ *Super Monaco GP*—on the MegaDrive! (Free-own!)



GAMES BEYOND BELIEF

NEC (the makers of the Engine) were particularly proud of the CD Drive that fixes onto the console. There were a couple of finished games on show—*Wonder Boy in Monster Lair*, with a funky sound-track for one—but most remarkable was the demo of *It Came From The Desert* from Cinemaware.

Cinemaware have taken live action video footage and stored it on the CD along with the game code and computer graphics of the original game. Now when you play the game and interrogate the inhabitants of Lizard 'breath, you get a real actor up on this screen (superimposed over computer

graphics) conversing with you. Impressive or what? Cinemaware are also going to be converting all its TV Sports series to PC Engine too.

Most exciting of all, however, was the hand-held PC Engine that was showed to developers behind closed doors. This compact unit was fully operational, working with normal PC Engine carts, in full colour!



HAND-HELD ENGINE

The screen was about three inches across (with a 400x270 resolution) and, boy, did it look good—with it doubling as a TV if you have an optional tuner-plugged in.

Stunning wasn't the word and many of the audience were visibly gob-smacked. The bad news? No price announcement, no launch date and the battery life at present is only three hours. Obviously that is something that is going to have to be worked on before official launch—but the fact that there is another colour hand-held coming (and one that already has a solid and growing software base) must make Atari furious—and make its claim of selling a million Lynxes this year ever more unlikely.



▲ *Phantasy Star II*—a Super RPG on the MegaDrive.

SEGA MEGASTUFF

Sega put on a fine show and were telling everyone they meant real business by cutting the Master System to \$70—the same price as the Nintendo for a machine with a better specification.

But it was the Genesis that they see as being a real Nintendo beater, and it was that machine that was given

▲ More than just a ghetto-blasters. Have you ever seen so many knobs and lights?

prominence.

Sega have a strong series of coin-op hits to draw on and they are now taking full advantage of their arcade back catalogue by converting games like *Super Monaco Grand Prix*, *Golden Axe* and *Cyber Police*.

Games like this really show off the superior power of the Genesis, showing that it's capable of out-performing even the PC Engine. They also have their share of class licences coming up, like *Moonwalker* (featuring our Michael) and *Dick Tracey* (soon to be a block-buster movie with Warren Beatty and Madonna). With over 350,000 units now sold in the USA, Sega are being very bullish about the prospects for the rest of this year.

CRAZY CES

CONSOLE



▲ It's a telephone for those calls on the move. Frankly, we're not sure-d on the idea.

A ZILLION GAMEBOYS

Guess how many Gameboys were sold since last autumn? Two million, that's how many. Quite a few, eh? And was there some new software there for it? Only about three lorryloads full! Believe you me, the Gameboy is here to stay now and on display were a whole bunch of games, from Classic Invaders (oh yes!) to sophisticated American Football games. Grab one if you can!

▼ The Robot Factory - an android for every occasion!



▲ What's this? A training shoe on a wire?

SEEDY AMIGA

Taking about grabbing hardware - how about an Amiga with a CD-Rom drive? Well, if all the rumors are true, behind firmly closed doors, Commodore were showing a version of the A500 with no keyboard, but a CD Drive. What's special about a CD Drive? Well, you can get about 600 MegaBytes of Data on a single CD. That's about 700 normal floppies. No more memory problems for developers, which means unlimited graphics, unlimited sound, unlimited program. Whether programmers take advantage of this hardware leap remains to be seen - and naturally Commodore is still officially keeping the machine firmly under wraps.

AND FINALLY...

The CES always throws up the odd silliness and this occasion was no exception! Las Vegas is daft enough as it is - the newest hotel, the Mirage, regularly sets light to a huge fountain in front of the place in order to attract the attention of the punters - but the daftest thing on display at the show must have been the New Age walkman, which fills your ears with enlightening music and flashes strobing patterns into your brain. Crazy mahannnn! If only it was Nintendo compatible.....

▼ A promotional red blob.

Still, he seems happy enough.



ALL THESE SPECTACULAR **IT'S**
HITS IN A SPECIAL PACK! **GOTTA BE...**



Believe me this is brilliant, a
lively, funny arcade adventure
which is the best comic licence
ever - you'd be batty to miss it.
CRASH SMASH.

TM & © DC COMICS INC. 1988
ALL RIGHTS RESERVED



**THE
CAPED CRUSADER**



What more could anyone
ask for in a shoot-em-up.
Operation Wolf, simply is
The Business." **CRASH
SMASH.**

TATTO CORP 1988.



WOLF



Here at S.U. we think it's
about as close to an
ultimate space blast as
anyone will ever get. Fab.
SINCLAIR USER.

IREM CORP 1987.



Skillfull programming has
taken the superb graphics
and addictive game play of
the monster arcade hit and
faithfully reproduced it on
the home computer."



"THE BIZ"
**THE GREATEST
COMPILATION
EVER**

ocean

**SPECTRUM · AMSTRA
COMMODORE
CASSETTE £14.99
ALSO AVAILABLE ON
COMMODORE DISK £17.99**

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone: 061 832 6633 Telex: 569977 OCEANS G Fax: 061 834 0650

REVIEW ► AMIGA

SUPER CARS

BY
GREMLIN

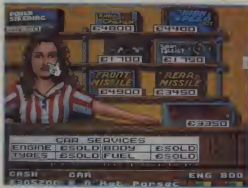
▼ The Retron Porsee Turbo is the hottest car money - a lot of money - can buy.

Porsee: Ultra Performance							
Engine	1. 458cc U12	2. 644cc U12	3. 1298cc U12	Brief:			
Options:	640 6 Speed	480 6 Speed	640 7 Speed	Porsee version 3 is said			
Engine	Price	MPH	RPM	BNP	MPG	0-60	0-100
1	14995	139	6800	470	19	3.0	12.2
2	71995	222	7550	530	14	4.2	10.6
3	20995	230	8850	630	9	2.9	8.3
Dimensions:	Length 182in.		Width 78in.		Height 43in.		
				The maximum speed is			



Super Cars offers you more revs than the Church of England, and has a much greater fun factor for racing aficionados. It's like a cross between Super Sprint and the PC Engine game, Moto Rider: customise your car (you actually get a choice of three), wait for the green light and you're off!

The action begins with eight races in Class One: finish all of those and it's onto Class Two. Each race places you last on the starting grid with an increasing number of cars ahead of you (at first, just four). The object is to overtake them within a set number of laps and cross the finish line first. Simple, eh?



▲ Tooling up in the garage.

▼ Aggressive driving or what?

Things are complicated by the fact that the screen scrolls with you - so that you're never quite sure what's coming next - and by the way you drive. Skid too often and your tyres wear down; similarly, you can run

out of fuel, burn up the engine or ruin the bodywork in collisions.

Win a race and you gain cash to buy customised parts; ruin your car and it's toodlepip to dreams of glory... for this season, anyway.

AMIGA
£19.99

There are too few Super Sprint style games on 16 bit: Super Cars offers an alternative. The graphics are a mile disappointing - the background scenery is imaginative but the cars lack detail and the scrolling is a little jerky; the sound, however, is better: apart from the standard revs and squeals, there's a punchy soundtrack during races. Special mention should be made of the presentation: the graphic sequences and repair/custom options in the garage add plenty of much-needed spice. The action is too easy in the first Class, but luckily there's a password system to help you skip stages you've conquered. In later Classes you encounter some very tough opponents who cut corners, drive mean cars and punish poor driving; but this difficulty is all the game relies on for long-term playability, and the gameplay isn't varied enough to be addictive for a solitary player. Worth a look, but don't expect fireworks.

GORDON HOUGHTON

GRAPHICS	70%
SOUND	77%
VALUE	82%
PLAYABILITY	80%
OVERALL	79%

UPDATE

Gremlin intends to release an ST version (£19.99) at the same time as the Amigs, but no plans are afoot for any other formats.



When there is no room left in Hell...
...dead people come back to Earth

ZOMBIE

The nightmare has just begun

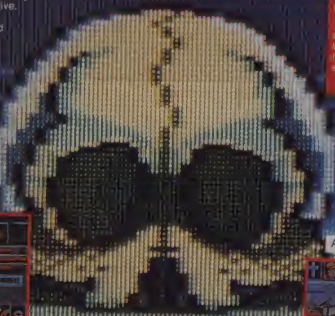
For mysterious reasons, dead people come back to life to feed themselves on the flesh of human beings. The Earth is inhabited by millions of Zombies, who are spreading terror, and by gangs of hooligans, who are ready to do anything to survive. Yet four people didn't lose hope and decided to run away to new horizons.

"What a great game! UBI SOFT have taken a video nasty and an arcade/adventure, and combined them, coming up with a real winner in the process. Moving your four characters around the building, trying to find a way out, all the time lighting off attacks from zombies, is very atmospheric. There are some good puzzles to work out and a hell of a lot has gone into the game. By all

means, get hold of this game."

"Everything is nice and detailed, with the background graphics looking particularly effective."

AMIGA ACTION



Available now for your
ST, AMIGA and PC

Amiga screenshots



UBI SOFT

Entertainment Software

BLACK TIGER™





U.S. GOLD®

ILLUSTRATION BY PETER ANDREW JONES. COPYRIGHT © 1990 U.S. GOLD LIMITED.

COMPUTER
+video
GAMES



TENNIS ACE £24.95



CASINO GAMES £24.95



SCRAMBLE SPIRITS £24.95



PSYCHO FOX £24.95



BASKETBALL NIGHTMARE £24.95



GOLDEN AXE £29.95



DYNAMITE DUX £24.95



DONKEY KONG PLUS ME INTO A SEGA



GHOSTBUSTERS £27.95

new!
games



SEGA FROM *Virgin*

**"DO ME A FAVOUR...
PLUG ME INTO A SEGA"**



▲ Pop the balloons in the secret pattern for a mega bonus.

SIDESHOW

BY ACTIONWARE/ELECTRONIC ZOO

Roll up! Roll up! Laydees annd gentlemen, put your hands in your pockets and buy yourselves a ticket for the Actionware Sideshow, an

arcade simulation of a good ol' American funfair, but without any rides, coin-ops or suspect Gypsies in sight.

The fair consists of eight

different stalls entitled Balloon, Balls, Pot Pourri, Strength, Knives, Clock Shoppe, Haunted Hill and Dunk Tank. Each game is played along the lines of

▼ *Oh! Shooting the monkeys isn't the way to ring the bell!*



everyone's favourite fair-ground pastime which isn't throwing pounds away in the arcade or throwing your lunch away on the rides, but shooting various objects with a gun. Using either the mouse or Actionware's own lightgun, you do exactly the same but, in this case, it's money, not points or prizes that you're playing for.

During the game your character begins to feel hungry, with the level of hunger represented by a "star-vomometer" bar. If the bar turns completely red the game ends, so regular trips to the (expensive!) hot-dog stand are recommended.

UPDATE

There are no plans for other versions of Sideshow at present.

AMIGA
£24.99

Sideshow is a desperately average piece of software, and not even the inclusion of a light-gun option can lift it from the realms of mediocrity. The graphics are quite pleasing, although objects regularly defy the laws of gravity (for instance, the bells in the event of the same name hang around in the air for a while before dropping perfectly into the tubes from which they've been ejected), and sound is of above average quality. But there just isn't enough variety in the package - I'd have liked to see something other than a collection of ultimately rather tedious shooting games.

PAUL RAND

GRAPHICS	63%
SOUND	60%
VALUE	51%
PLAYABILITY	50%
OVERALL	50%



TOWER OF BABEL

Tower of Babel is an intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with individual light and shading techniques. Take control of robotic spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zippers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the fanatical adventurer among you, there is a fully plotted game, designed allowing the construction of your own network of towers, platforms and lifts. Alternatively, take your friends with your own fiendishly designed puzzles. Bigger than just a game, more than a puzzle, Tower of Babel is a whole new concept in strategy gaming.

AVAILABLE FOR ST & AMIGA

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos
GL8 8LD. Tel: 0665 804326/804412



THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	CHASE HQ	OCEAN	●	●	●	●	●
2	1	BATMAN	OCEAN	●	●	●	●	●
3	-	GHOSTBUSTERS II	ACTIVISION	●	●	●	●	●
4	2	PAPERBOY	ENCORE	●	●	●	●	●
5	-	OP THUNDERBOLT	OCEAN	●	●	●	●	●
6	3	ROBOCOP	OCEAN	●	●	●	●	●
7	-	TURBO OUTRUN	US GOLD	●	●	●	●	●
8	10	UNTOUCHABLES	OCEAN	●	●	●	●	●
9	11	HARD DRIVIN'	DOMARK	●	●	●	●	●
10	-	DBLE DRAGON II	MELB HSE	●	●	-	●	●
11	-	100% DYNAMITE	OCEAN	●	●	●	-	-
12	4	POWER DRIFT	ACTIVISION	●	●	●	●	●
13	-	GHOULS/GHOSTS	US GOLD	●	●	●	●	●
14	6	GHOSTS/GOBLINS	ENCORE	●	●	●	-	-
15	8	CRAZY CARS	HIT SQUAD	●	●	●	●	●
16	15	CABAL	OCEAN	●	●	●	●	●
17	-	RENEGADE	HIT SQUAD	●	●	●	-	-
18	7	CONT CIRCUS	VIRGIN	●	●	●	●	●
19	-	MEGA MIX	OCEAN	●	●	●	-	-
20	5	STUNT CAR	MICROSTYLE	●	●	●	-	●



▲ Number one - Chase HQ...



▲ ...two - Batman...



▲ ...three - Ghostbusters II.

After Chase HQ has topped every possible chart this month (except the Amstrad one), it comes as no surprise to see it hit the top of the overall ranking, with nothing to "arrest" its progress! However, it must be a sad day for the software industry when there are no original games in the top ten, and only two (Crazy Cars and Stunt Car Racer) in the whole top twenty! Why is it you punters only buy licensed stuff these days?

AMIGA TOP 20

1	-	Chase HQ	Ocean	93%
2	-	Op Thunderbolt	Ocean	89%
3	1	Batman	Ocean	96%
4	-	Hard Drivin'	Domark	91%
5	-	Double Dragon II	Melb Hse	55%
6	7	Interphase	Imageworks	93%
7	-	Space Ace	E I	39%
8	-	Ghostbusters II	Activision	85%
9	-	Untouchables	Ocean	89%
10	3	Shadow of t' Beast	Psygnosis	78%
11	10	Robocop	Ocean	90%
12	13	Kick Off	Anco	84%
13	17	Kick Off Extra Time	Anco	85%
14	2	Stunt Car Racer	Microstyle	93%
15	5	Xenon II	Imageworks	96%
16	-	Turbo Out Run	US Gold	80%
17	11	Battle Squadron	Electro Zoo	78%
18	6	Beach Volley	Ocean	80%
19	4	Continental Circus	Virgin	79%
20	8	Power Drift	Activision	82%

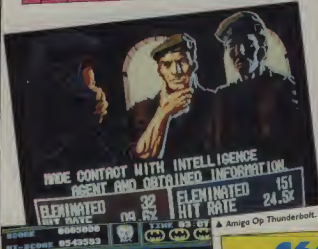


▲ Space Ace - an unlikely number 7.
Corrrrr! Wot! Space Ace at number seven? You Amiga owners must really have money to burn! Not unlike Ocean, I suppose, who are undoubtedly rolling about amongst hills of fivers after getting their three Christmas licenses into the chart at the top three positions. Gol-lee!

PG'S TIP FOR THE TOP

X-OUT: Ruddy-damned good shoot 'em up from Rainbow Arts. Should be charting this time next month.

▼ Topping the lot - Chase HQ.



▲ C64 Batman - king of the swingers.

Chase HQ! Aaaah! It may be brilliant on all other formats, but as I'm sure you've all discovered, the C64 version isn't much "cop" (little joke there). Speaking of cops, Robocop troops ever onward - a whole year in the top ten and still going strong. Wotta guy!

PG'S TIP FOR THE TOP

MYTH: System 3's rather fab arcade game has every right to be up at the top, and if there's any justice in this crazy old world of ours, it'll be fairly near by next month.



C64 TOP 20

1	-	Chase HQ	Ocean	34%
2	1	Batman	Ocean	90%
3	-	Turbo Outrun	US Gold	93%
4	2	Paperboy	Encore	68%
5	-	Ghostbusters II	Activision	70%
6	6	Robocop	Ocean	90%
7	-	Double Dragon II	Melb Hse	50%
8	7	The Untouchables	Ocean	86%
9	18	100% Dynamite	Ocean	85%
10	5	Ghosts & Goblins	Encore	90%
11	-	Ghouls & Ghosts	US Gold	70%
12	4	Power Drift	Activision	59%
13	9	Cobra	Ocean	86%
14	8	Cabal	Hit Squad	55%
15	-	Crazy Cars	Code Mstrs	49%
16	-	MIG 29	Microstyle	90%
17	3	Stunt Car Racer	Hit Squad	80%
18	-	Renegade	Alternative	71%
19	16	Father Xmas	Ocean	80%
20	-	Mega Mix		

ATARI ST TOP 20

1	-	Chase HQ	Ocean	93%
2	12	Batman	Ocean	85%
3	-	Ghostbusters II	Activision	85%
4	1	Hard Drivin'	Domark	92%
5	-	The Untouchables	Ocean	90%
6	6	Interphase	Imageworks	92%
7	-	Robocop	Ocean	80%
8	-	Bomber	Activision	88%
9	15	Kick Off	Anco	84%
10	-	Double Dragon II	Melb Hse	70%
11	10	Beach Volley	Ocean	75%
12	5	Xenon II	Imageworks	96%
13	-	Turbo Outrun	US Gold	80%
14	-	Gazza's Soccer	Empire	44%
15	9	Extra Time	Anco	85%
16	3	Stunt Car Racer	Microstyle	93%
17	-	Ghouls & Ghosts	US Gold	90%
18	-	Op Thunderbolt	Ocean	92%
19	-	Onslaught	Hewson	70%
20	20	Power Drift	Activision	82%

▲ ST Ghostbusters II, in at 3.

Well, no surprises here. Flavour of the month, Chase HQ is followed by the best of the Christmas licenses. Operation Thunderbolt enters the chart at humble number 18 but expect it to fight its way to the top by next month.

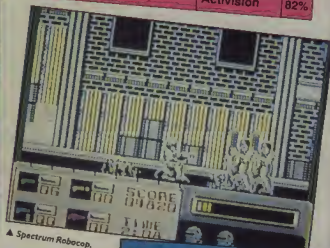
PG'S TIP FOR THE TOP

NINJA WARRIORS: Virgin's ripping arcade conversion hadn't hit the streets in time for this chart, but I can see it being snapped up like kebabs in a piranha pool when it finally does.

DISTANCE

SPEED

km/h



▲ Spectrum Robocop.

SPECTRUM TOP 20

1	-	Chase HQ	Ocean	97%
2	1	Batman	Ocean	92%
3	-	Ghostbusters II	Activision	79%
4	-	Op Thunderbolt	Ocean	80%
5	2	Paperboy	Encore	89%
6	3	Robocop	Ocean	92%
7	-	Turbo Outrun	US Gold	80%
8	5	The Untouchables	Ocean	89%
9	-	100% Dynamite	Ocean	80%
10	4	Hard Drivin'	Domark	80%
11	11	Ghosts & Goblins	Encore	89%
12	-	Double Dragon II	Melb Hse	69%
13	9	Cabal	Ocean	55%
14	-	Renegade	Hit Squad	86%
15	10	Short Circuit	Hit Squad	60%
16	6	Crazy Cars	Hit Squad	53%
17	-	Fantasy W Dizzy	Code Mstrs	81%
18	-	Predator	Hit Squad	83%
19	-	Ghouls & Ghosts	US Gold	90%
20	-	Father Christmas	Alternative	70%



▲ Chase HQ on the Spectrum.

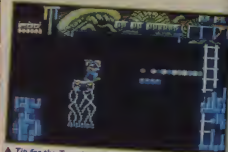
Chase HQ was definitely the most impressive Spectrum game of 1989 so it's no surprise to see it race straight to the top of the end-of-year chart. There's only one budget game in the Spectrum top ten for once, but we'll put that down to all the Christmas cash burning holes in your pockets.

PG'S TIP FOR THE TOP

MYTH: Original games always have a tough time against the licenses, but after the Batman/Ghostbusters fever has died down, this is sure to work its way up to the top.

AMSTRAD TOP 20

1	Ghostbusters II	Activision	80%
2	Batman	Ocean	87%
3	Chase HQ	Ocean	97%
4	Op Thunderbolt	Ocean	80%
5	Paperboy	Encore	85%
6	Robocop	Ocean	89%
7	Hard Drivin'	Domark	80%
8	Turbo Outrun	US Gold	84%
9	100% Dynamite	Ocean	80%
10	The Untouchables	Ocean	89%
11	Crazy Cars	Hit Squad	60%
12	Nigel Mansell's GP	Alternative	79%
13	Batman 3D	Hit Squad	90%
14	Power Drift	Activision	72%
15	The Flintstones	Bug Byte	59%
16	Ghosts & Goblins	Encore	88%
17	Twin Turbo V8	Code Mstrs	65%
18	Mega Mix	Ocean	82%
19	Pub Trivia	Code Mstrs	77%
20	Count Duckula	Alternative	79%



▲ Tip for the Top - War Machine.

This is our very first Amstrad chart, so no 'last month' positions yet. This is the only chart not topped by Ocean's Chase HQ conversion - a bit of a surprise as the Amstrad translation is definitely one of the best of the lot! Expect to see it at number one by next month.

PG'S TIP FOR THE TOP

WAR MACHINE: As the Christmas cash drains away, the chart is bound to fill up with budget titles again, and this is the best original Amstrad cheapo of late.

▼ Sega's California Games.



▲ R-Type - a Sega megablast.

COMING SOON! THE COMPUTER AND VIDEO GAMES MEGADRIVE AND PC ENGINE CHART!

SEGA TOP 5

1	California Games	95%
2	Wonder Boy III	87%
3	R-Type	84%
4	Ghost Busters	85%
5	World Soccer	89%



▲ Nintendo Robo Warrior.



▲ Mario II on NES.

NINTENDO TOP 5

1	Super Mario Brothers II	97%
2	The Legend of Zelda	94%
3	Rush 'n' Attack	80%
4	Robo Warrior	86%
5	Mike Tyson's Punch Out!!!	85%

NINTENDO CHART

At the moment there is no Gallup survey of console games, but this is Nintendo's own list of its five best sellers. The fact that Mario II and Zelda top the chart even though they cost forty quid apiece is testament to their quality.

SEGA MASTERSYSTEM CHART

Again, this is Sega's own top five sellers chart, topped, not surprisingly, by the fab California games. Is it too much to expect Psycho Fox up there by next month?

The Magazine of the decade is about to take-off

PC Leisure

The complete guide to entertainment for the IBM PC
and compatibles.



FIRST ISSUE FEATURES INCLUDE
FLIGHTS OF FANCY

We round up the
latest in simulations

PLUS!
over

50
games
reviewed

ON SALE MARCH 15 - AT ALL MAJOR NEWSAGENTS



▲ Things look bleak in the Middle East!

CONFLICT 16-BLITZ

Ever felt the urge to become premier of one of the troubled Middle Eastern states? Now you can, thanks to the overthrow of the Israeli Prime Minister and this charming new title from Mastertronic. With annual financial aid from the USA, and despite continual disapproval from the United Nations, keep control of your country by fair means or foul. As is the case in real life, your political career is hampered by inter-state bickering, wars and the daunting prospect of a nuclear arms race, in which you can participate by regular injections of government finances.

Conflict is an absolute snip of a war game at £4.99. It's what you'd expect from

this type of product - not much in the way of graphical frills (although the various map screens and icons are admirable, and colourful in EGA mode). It's the excitement of being in control of an unstable Middle Eastern country that gives the game its addictive qualities. I busted Egypt's tight grip over the continent once (with a little help from Libya) - you can bet I'll be going for the double!

PC	£4.99
A cheap and very cheerful war game, and an inexpensive introduction to the world of hard-line strategy gaming	
OVERALL	88%

SPACE HARRIER ENCORE

Enter the Fantasy Zone, be the doer of derring and generally get up to all sorts of jet-packin' fun in the first of this month's two re-releases from Elite's budget

label. The world of the Space Harrier is a first-person perspective 3D landscape, where weird and wonderful fauna and flora patrol the checkerboard pastures - and they've gone berserk. So power up your jet pack, load your photon cannon and defeat the beasties before they take over the Fantasy Zone.

What made this game a

▼ Wire-frame graphics keep the CPC version fast.

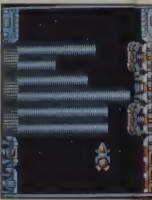


SIDEWINDE I

16-BLITZ

Cheap shoot 'em up fodder abounds with the release of yet another vertical scroller, in which you, stereotypical square-jawed hero that you are, bravely do battle against the might of the forces of De Ja Vu. Pick up those outrageously unoriginal weapons along the way, and at the end of each level, kill the... wait a mo; there ISN'T an end of level guardian to destroy! Crikey.

But seriously, Sidewinder II is exactly what you'd expect from the genre which is going through a dead horse-flogging stage of late. Yes it's cheap, but budget prices don't always have to mean unoriginal games, chaps!



hit in the arcades was the hydraulic chair and, as it's notable by its absence in these conversions, the game doesn't have the same appeal. Especially when you consider the fact that all gameplay consists of is shooting assorted baddies.

SPEC £1.99

Monochrome graphics, although detailed, tend to blend into each other making it difficult to follow the action. Apart from that, Space Harrier offers enjoyable play in the short-term.

OVERALL 68%

DE III

Three mega-nasties to blast!



AMIGA £4.99

A shoot 'em up which, although playable, has absolutely nothing new to offer and gets tedious very quickly.

OVERALL 57%



JOE BLADE III PLAYERS PREMIER

Joe's out on patrol again, aiming to put an end to the devilish goings-on of his arch enemy, Grax Bloodfinger. Cheeky Grax has kidnapped six top politicians and is holding them to ransom in his secret fortress. Worse still, the hideaway is packed with primed explosive devices and, of course, he's brought in loads of mercenaries to guard against any would-be rescuers. Such trivialities won't put Joe off though, and he storms in.

Joe Blade III is strikingly similar to the first Joe Blade game, almost to the point of being a straight copy. However, that didn't put me off playing the game for quite a while, and having a lot of fun in the process. The bomb disposal sub-games get the



adrenalin flowing, and the map layout is as fiendish as before if you don't mind paying three quid for a game

that's almost the same as the prequel, then buy Joe Blade III - it's not bad at all, really.

AMS £2.99

Little difference between this and the Spectrum game, apart from the cosmetics. A fun shoot 'n' search game that's been seen and done before.

OVERALL 74%

SPEC £2.99

May be too similar to the original for many people's tastes, but as enjoyable as the first Blade game in the long run. Don't bother if déjà vu worries you, though.

OVERALL 74%

BUGGY BOY ENCORE

C64 version is fun on four - or even two - wheels!

Three! Two! One! Yer off! The second Encore release this month is the conversion of the classic Tatsumi off-road racing game. Jump into a dune buggy and tackle any of the five available tracks, each one split into a number of stages, the object being to complete the course within the limited time given.

Buggy Boy is still one of the best drivers available on computer, certainly a lot better than the Out Runs of this world, and now it's a damn sight less expensive too. The Spectrum version is a bit of let-down, but even this is a bundle of fun and, at the price, there's no reason for anyone not to buy this classic.



AMS £1.99

Similar criticisms to the Spectrum game, although there's a lot more colour to brighten up the screen.

OVERALL 70%

C64 £1.99

The worst of the conversions, sporting poorly defined sprites and tedious gameplay. There are much better games available than this.

OVERALL 46%

AMS £1.99

Again, there aren't many racing games on the Amstrad to match the quality of Buggy Boy - as soon as you have the dash, buy it.

OVERALL 90%

C64 £1.99

Arguably the best of its kind; some may even say it's more playable than the coin-op! Loads of colour and tons of addictiveness - and it's outrageously cheap, too!

OVERALL 96%

SPEC £1.99

It's a bit slow and jerky, but the buggy sprite is huge and colourful and there's more than enough of a challenge to outweigh the game's bad points.

OVERALL 72%

MANHUNTER

BY ACTIVISION

Sierra's Manhunter series is quite different from any other Sierra adventures. The storylines are bizarre, the mode of play is bizarre, and Manhunter San Francisco, the second in the series, is no less bizarre than its fore-runner.

The alien Orbs that terrorised New York have now spread to San Francisco. Humans must wear hooded robes, and may not speak to one another on pain of death. Certain individuals, equipped with a tracking device from the Orbs, have been selected as Manhunters, people who track down those who have acted illegally according to the Orbs' laws.

After fleeing New York in an alien ship, you crash land in San Francisco. Stealing a dead Manhunter's tracker, you set off on his original trail. The tracker follows the subject to a bank, a warehouse, a ferry building, and finally to a fountain, where the trail goes cold. Dead end, it seems. But there's other people involved, and these, too, must be tracked...

Playing the game involves no text input at all. Everything is controlled by cursor keys, joystick, or mouse and options accessed from pull-down menus. In the midst of all this are embedded a number of quite tricky arcade sequences, which add to the unusual nature of the game.

▼ Uh oh... This looks like trouble.



▲ The future of San Francisco - urban squalor at its dimest.



▲ This card should get you in anywhere.



ST
£19.99

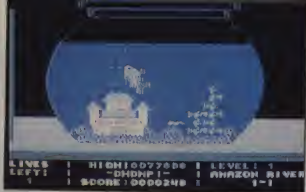
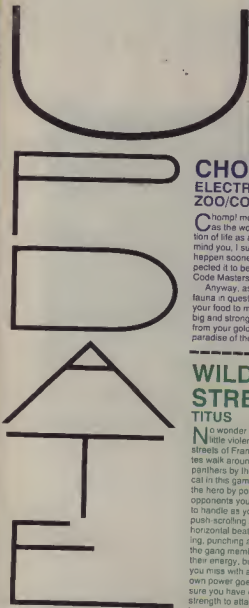
Whilst adventure players are not usually averse to a spot of arcing from time to time, I doubt that they like the two formats mixed - and that's the trouble with Manhunter II. Progress through the story is too often brought to a grinding halt, frustrating the main objective of what is primarily an adventure game. If you enjoyed Manhunter I, or you enjoy an adventure that's a bit arcade whilst not being an arcade adventure, you should enjoy Manhunter San Francisco. Personally, I prefer the more orthodox Sierra adventures.

KEITH CAMPBELL

UPDATE

Manhunter San Francisco is also out on the PC and Amiga and is, to all intents and purposes, identical on all formats. So the same criticisms should apply - check 'em out if you liked the original.

GRAPHICS	61%
SOUND	49%
VALUE	60%
PLAYABILITY	64%
OVERALL	61%



▲ All the fun of the fishbowl!

CHOMP! ELECTRONIC ZOO/COSMI

Chomp! must surely rate as the world's first simulation of life as a goldfish - mind you, I suppose it had to happen sooner or later; I expected it to be released by Code Masters, though.

Anyway, as the aquatic fauna in question, eat all of your food to make you grow big and strong, then jump from your goldfish bowl to the paradise of the tropical fish

tank, battling with your piscine adversaries to become king of the aquarium. Watch out for larger fish who'll eat you, and the power-draining seaweed. And if you see the cat's paw in your vicinity, steer well clear! In fact, steer clear if you see Chomp! in the shops - it's a truly awful game. For a start, it looks as though it's running on a Spectrum (complete with colour clash!) as opposed to a 64. The gameplay is as exciting as the real thing (ie not very) but the biggest shock is the price: £14.99 would be a joke

C64	
£14.99	
An appalling piece of software which is only worth buying if you've got more money than sense and mum won't let you keep fish.	
OVERALL	22%

if Electronic Zoo weren't being serious.

WILD STREETS TITUS

No wonder there's very little violence on the streets of France - the vigilantes walk around with black panthers by their side! The cat in this game helps you, the hero by pouncing on any opponents you find too tough to handle as you paint the push-scrolling levels. This horizontal beat 'em up. Kicking, punching and shooting the gang members reduces their energy, but each time you miss with an attack, your own power goes down. Make sure you have enough strength to attack the big boss at the end, and collect

the ammo for your six-shooter as you go.

Wild Streets is a playable, if quite simple, game along the lines of Vigilante. The ad-

dition of the feline assistant adds originality, and is also useful to help you stay alive when surrounded by yobbos. Not an essential purchase, but enjoyable nonetheless.

AMSTRAD	
£9.99	
Great graphics, some originality and a fairly challenging mission make Wild Streets one of the better Amstrad games on the market.	
OVERALL	71%

ST	
£24.99	
Sprites are a bit stiff looking, but the game plays well enough. An appealing beat 'em up fans of this type of game	
OVERALL	67%

▼ Panther-packed pugilism in the ST version.

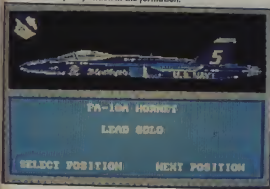


Welcome to Update, a new column in which we'll be rating new releases which have already been reviewed on other formats. We'll also be reviewing any games which would otherwise not be covered due to lack of space. This month Paul Rand does the honours.

BLUE ANGELS ACCOLADE

The Yanks always have to try and go that bit better, don't they. We have the absolutely fabbo Red Arrows, so what do they do? Form the Blue Angels Formation Flying Team, that's what. Ah well. You are one of the pilots of the squadron, and the object is, quite simply, to stay in formation. You have a choice of positions within the formation, as well as a selection of manoeuvres. If you're skills aren't exactly honed, don't worry; there are a host of practice options, too.

▼ Choose your position in the formation.



C64

£14.99

Blue Angels is a nice idea 'let down by a lack of things to do. Recommended only to pilots who crave an easy life

OVERALL 58%

Unfortunately, the simulation is a very shallow one. The ground is devoid of objects, so there's no impression of movement. And apart from flying your craft through an Aliens style vector tunnel, there's not a great deal left to do. Pity really.

CHASE HQ OCEAN

ALREADY REVIEWED:

ST 93% ISH 98

AMIGA 93% ISH 98

SPECTRUM 97% ISH 98

We all know the storyline - jump into a Porsche and drive along a 3D freeway, dodging the innocent drivers and smash into the criminal's vehicle until he pulls over and gives himself up. But what about the conversions? Well, while the Amstrad game is of the 'Lord Lumme, I didn't know the old girl had it in her' variety, containing all the speed of the Spectrum version and with masses of colour besides. The poor old C64, however,



▲ C64 version in hot (?) pursuit.

can hardly manage a crawl, never mind a high-speed chase - the Porsche loolies along as if it were a clapped out Skoda against a backdrop and side objects that can only belong to that mythical world of Jerkyland. All the other conversions are quite rightly at the top of the charts, but the C64? Leave it out guv.

C64

£9.99

What works on one format doesn't always do so on another, and it shows in the 64 conversion. Poor is a polite term to describe the incredible sluggish pace of the gameplay.

OVERALL 36%

AMSTRAD
£9.99

A truly magnificent conversion of the top coin-op, which deservedly earns its current chart position.

OVERALL 97%

GAZZA'S SUPER SOCCER EMPIRE

Paul Gascoigne is out of football at the moment with a broken wrist, but that doesn't stop Empire bringing out the licensed computer game. As coach, build your perfect team with the players available, then take them out on the pitch for a bit of the old Saturday afternoon kickabout. Most of the time, play is horizontally scrolling, but entering the penalty area switches the match to a semi-3D view of the goal.

Gazza's Super Soccer is the latest in a long line of soccer games made to look silly by Kick Off on 16 bit and



▲ An Amstrad own-goal

Emlyn Hughes International Soccer on 8 bit. The players are too small and don't run around realistically at all, the scrolling is jerky and the general playing area is far too small. If you want a decent soccer sim, disregard Gazza's and choose one of the aforementioned ones instead.

AMSTRAD
£9.99

A tacky soccer game which would be knocked out of the Cup in the first round (probably by a rubbish team like Newport).

OVERALL 54%

AMIGA
£24.99

Amiga owners already have the best soccer sim available - why on earth would they want one that isn't even half as good?

OVERALL 52%



▲ Midfield play in the Amstrad version.

SPECTRUM
£9.99

A poor version of our noble game which fails to meet the standard of the licensee.

OVERALL 56%

NATIONAL DEALER DIRECTORY

YOU'VE READ ABOUT THE BEST SOFTWARE TO BUY SO HERE'S WHERE TO BUY IT FROM

BUCKINGHAMSHIRE

SOFT-LY
5 Deer Walk, Shopping Building,
Milton Keynes.
0908 670620

CAMBRIDGESHIRE

LOGIC SALES LTD
6 Midgate, Peterborough, PE1 1TN.
0733 49696

CORNWALL

TRURO MICRO LTD
Bridge House, New Bridge Street, Truro,
Cornwall, TR1 2AA.
0872 40043
HELSTON COMPUTER CENTRE
Russell Knights House,
Cainagehall Street, Helston,
Cornwall, TR13 8EB.
0326 563765

DEVON

COMPUTERBASE
21 Market Avenue, City Centre,
Plymouth.
0752 672128
FLAGSTAR COMPUTERS LTD
Unit 4, The Westward Shopping Centre,
Totnes, South Devon.
0803 865520
SOFTWARE EXPRESS LTD
9 Exeter Street (the Viaduct), Plymouth.
0752 265272

DORSET

COLUMBIA COMPUTERS
17 Columbia Road, Bournemouth.
0202 635542

EAST SUSSEX

BEKHILL COMPUTER CENTRE
8 Terminus Road, Bexhill-on-Sea,
East Sussex TN39 3LP.
0424 224417
GAMER COMPUTER
11 East Street, Brighton.
0273 728681
COMPUTERWARE
22 St. Leonards Road,
Bexhill-On-Sea,
East Sussex.
0424 223340
COMPUTERWARE
271 Seaside,
Eastbourne.
BN22 7NU. 0323 646100

ESSEX

ARCADE SOFTWARE (out price S/W)
H and B Open Market,
George Street (opp. Cinema),
Grays, Essex (Sat and Sun Only)

GREATER MANCHESTER

VUDATA
203 Stamford Street,
Ashton-Under-Lyme.
061 339 0326

HAMPSHIRE

KING'S SOFTWARE
No. 3 The Antique Market (5 days a week)
King's Walk, Winchester, Hampshire

HERTFORDSHIRE

FAXMINSTER LTD
25 Market Square, Hemel Hempstead.
0442 55044
GAMESKEEPER
10 Station Road, Letchworth, Herts.
0462 672647
LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts.
0992 25323

KENT

COMPUTER LEISURE CENTRE
117 High Street, Orpington, Kent.
0689 21101
TERRI'S COMPUTERS AND VIDEO
2 Station Square, Petts Wood BR5 1NA.
0689 27816
TERRI'S COMPUTERS AND VIDEO
30 High Street, Sidcup.
01 300 0990
TERRI'S COMPUTERS AND VIDEO
292 High Street, Orpington.
0689 21515
THE MICRO MACHINE
354 High Street, Chatham, Kent.
0634 831870

LANCASHIRE

PV COMPUTERS LTD
104 Abbey Street, Accrington,
Lancashire, BB5 1EE.
0254 35345

LONDON

EROL COMPUTERS
125 High Street, Walthamstow.
01 520 7763

LONDON CONT.

ADAMS WORLD OF SOFTWARE LTD
779 High Road, North Finchley, N12.
01 446 2241
ADAMS WORLD OF SOFTWARE LTD
265 Station Road, Harrow, NW.
01 863 7262
SPECTRESOFT
Jubilee Covered Market, Covent Garden,
London WC2B. 0831 469 293
ST. AMIGA AND SEGA COMPUTER
SHOP
202/203 Shopping Hall, Myrtle Road,
East Ham, London E6.
01-471 8900
THE VIDEO CENTRE (ATARI & AMIGA)
2 Denmark Terrace, Fortis Green,
East Finchley, London N2.
01-365 2840
(Open noon-11pm, Fri-Sat-12pm)
LOGIC SALES LTD
19 The Broadway, Southgate, London,
N14 6PH. 01 882 4942

MIDDLESEX

ADAMS WORLD OF SOFTWARE LTD
190C Station Road, Edgware.
01 952 0451

MID SUSSEX

ABBCO (SUSSEX) LTD
41 The Broadway,
Haywards Heath, West Sussex
0444 450 103/450 521

NORFOLK

VIKING COMPUTERS
Ardney Rise, Catton Grove Road,
Norwich.
0603 425209

NORTHAMPTONSHIRE

A-Z LEISURE
23a Lower Mall, Weston Favell Centre,
Northampton NN3 4JZ. 0604 414526
SOFTSPOT
42 High Street, Daventry.
0327 79020

NOTTINGHAMSHIRE

LONG EATON SOFTWARE CENTRE
Commerce House, West Gate,
Long Eaton, Nottingham, NG10 1EG.
0602 726555

DEALERS - JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102, 401 SOFTWARE BUYERS.



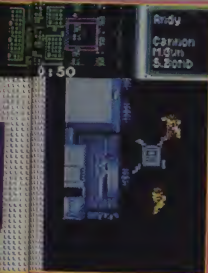
CRACKDOWN

BY US GOLD



Dr. K (no relation to the inventor of Special K breakfast cereal) wants to take over the world. To do so, he's designed a new breed of robot—the Replicant, which, to the untrained eye, is indistinguishable from a normal human being. Enter Ben and Andy, two ace coppers from the special Crackdown police





WIN

unit. Fortunately, they've just watched the movie Bladerunner, so they know exactly what a Replicant is and, in no time at all, they hit the streets and begin the hunt for K and his cronies.

The Replicants have infiltrated several areas of the city, the populace have been evacuated, and Ben and

Andy can get to work. The only way to close down the operation is to destroy the Replicant hot-beds, and what better way than to use good old-fashioned dynamite? Prime sites have been chosen for each explosive drop (marked by crosses on the playing area) where the two boys in blue must put their Semtex, while at the same time shooting or avoiding the rampaging Replicants (extra ammo can be picked up if supplies run low) and dealing with hazards like chasms, water and conveyor belts which carry the unus-

pecting rozzers to their doom. Depending on the size of the area, the amount of explosives needed to destroy the site varies - and to add to their troubles, the explosives have set time limits, if they're not all dropped within the time given, it's goodbye to Ben and Andy.

UPDATE

We've seen pre-production copies of the ST and Amiga versions, and they both look identical to the coin-op and both rate as must-buys. The Spectrum and Amstrad versions are also looking great - check them out when they're released at the end of the month.



While Crackdown smacks of Gauntlet, with its birds-eye view graphics and simultaneous two-player option, the players are not held up by each other as was the case in the aforementioned classic, because each character occupies his own half of the screen and moves independently. This results in the players being able to cover more ground and also help each other out by offering covering fire! While the graphics aren't spectacular, they are very atmospheric with their drab colours and shadows; and keep in mind the blood, sweat and tears which programmers Arc have put into Crackdown by, among other things, achieving the impossible and successfully transferring the coin-op's split screen to the 64. A fine start to US Gold's new decade and a treat for gamers everywhere.

PAUL RAND

GRAPHICS	77%
SOUND	82%
VALUE	89%
PLAYABILITY	93%
OVERALL	91%

IF YOU'VE GOT A
SEGA MASTER SYSTEM,
PC ENGINE, NINTENDO,
SEGA MEGADRIVE,
GAME BOY OR LYNX
THIS IS JUST FOR YOU



IT'S AN EXCLUSIVE AND VERY SPECIAL CLUB DEDICATED
ONLY TO CONSOLE FANS

**A YEAR'S MEMBERSHIP GIVES YOU:
A BRILLIANT QUARTERLY MEAN MACHINES
JOURNAL PACKED WITH...**

- EXCLUSIVE REVIEWS
- INCREDIBLE TIPS
- MEGA COMPETITIONS
- AMAZING MONEY-OFF COUPONS

AND

- COLOUR PICTURES OF ALL THE LATEST NEWS AND PRE-VIEWS OF THE VERY HOTTEST CONSOLE GAMES

PLUS YOU GET...

- MEAN MACHINES MEGACLUB MEMBERSHIP PACK
 - PERSONAL MEAN MACHINES MEGACLUB MEMBERSHIP CARD
 - MEAN MACHINES MEGACLUB BADGE
 - EXCLUSIVE MEAN MACHINES MEGACLUB PRIVILEGES
- AND WE'LL EVEN SEND YOU SPECIAL MEAN MACHINES
BIRTHDAY CARD!

**BUT BEST OF ALL
JOIN NOW AND YOU'LL GET AN
ABSOLUTELY UNBELIEVABLE
FREE GIFT...**

COMPLETE GUIDE TO CONSOLES

VOLUME II

THE SECOND INCREDIBLE CONSOLES BOOK!

**ANOTHER FULL-COLOUR CONSOLES-DEDI-
CATED BOOK BULGING AT THE SEAMS WITH EX-
CLUSIVE REVIEWS, PREVIEWS, NEWS, TIPS AND
COMPETITIONS.**

**AND WE PROMISE THAT IT'LL BE EVEN
BETTER THAN THE ORIGINAL!!!**

**THE COMPLETE GUIDE TO
CONSOLES VOLUME II IS
SCHEDULED TO APPEAR
IN NEWSAGENTS JUST BE-
FORE EASTER AND
WOULD NORMALLY COST
YOU £2.95. BUT JOIN THE
MEAN MACHINES MEGA-
CLUB WE'LL SEND IT TO
YOU FREE BEFORE YOU
CAN EVEN BUY IT IN THE
SHOPS!!!**

I know I'll be completely bonkers not to join the Mean Machines Megacub, so I've enclosed a cheque/postal order made payable to **COMPUTER AND VIDEO GAMES** for £14.95!

NOTE: A year's membership for overseas EEC readers costs £18.00 (payment **MUST** be cash sterling).
The rest of the world costs £20.00 (again, payment **MUST** be cash sterling).

FIRST NAME

LAST NAME

ADDRESS

.....

.....

POSTCODE

DATE OF BIRTH

I understand that I'll receive the Complete Guide to Consoles Vol II and all my other Megacub goodies when they're ready at the end of March.



▼ Everything is normal in the laboratory. But not for long.

ALIENS

Abandoned space settlement on LV426

Scenario: Special Marine Task Force

The nightmare is just about to begin

Objective: Hunt down and destroy the

Based on the brilliant film, Konami's *Aliens* is one of the goriest coin-ops since *Splatterhouse*.

Playing the last surviving member of a team of space commandos, you must battle through an alien-infested colony, destroying anything that gets in your way. And there's plenty getting in your way, with a massive variety of revolting, slimy aliens popping up from all angles.

Fortunately there are extra weapons to collect to help you blast the vile creatures back from whence they came. If you get far enough you can strap yourself into a giant robot Exo-Skeleton Loader and take on the mother alien herself!

I loved this game - it's fast, tough and requires fast thinking and even faster reactions to survive. And the graphics are simply brilliant, with some truly disgusting aliens to splatter! Play it!!

JULIAN RIGNALL

GRAPHICS	90%
SOUND	87%
VALUE	87%
PLAYABILITY	92%
OVERALL	91%

BADLANDS



FREE PLAY



FREE PLAY



FREE PLAY



▲ An addictive cross between Road Blasters and Super Sprint.

Fans of Super Sprint type games will be pleased to hear that Atari have just released a new version of the classic race game.

Set in the future, Badlands is a one or two-player game in which drivers take the wheel of Mad Max-style cars armed with guns and missiles and drive them around post-apocalyptic tracks filled with hazards such as broken bridges, rubble from blown up buildings and wreckage of other vehicles.

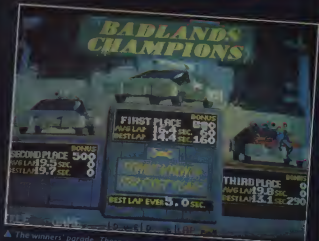
The gameplay's basically the same as Super Sprint, with the idea to be first past the finish post after four laps. But there's

a new slant in the fact that you can blow your opponents off the road with your car-mounted cannons!

Badlands is an enjoyable and challenging racing game, but as usual it's even more fun when there are two players racing.

JULIAN RIGNALL

GRAPHICS	82%
SOUND	77%
VALUE	79%
PLAYABILITY	84%
OVERALL	82%



▲ The winners' parade. Those are some mean autos!



ADVENTURE HELPLINE

Do you play computer adventures?
Have you ever been faced with a
seemingly impossible situation?

WE CAN HELP YOU

Our adventure rescue team works 7 days a week from noon
until midnight and will be pleased to answer your queries.
We offer help with any game on any computer, so, if you are
tearing your hair out ring this number now:-

0898 338 933

Call charged at 7p per minute. 30p a peak rate.



SUPERVISION ELECTRONICS

13 Mansfield Road, Nottingham NG1 3FB
Tel. 0602-475151 Fax. 0602-475353

SEGA
MEGA DRIVE

Nintendo

**PC
Engine**

SUPER GRAFX

PC Engine Super Grafx Scart.....	£270
PC Engine Super Grafx PAL.....	£299
Sega Megadrive PAL (incl. 1 game).....	£195
Sega Megadrive Scart (incl. 1 game).....	£185
PC Engine PAL (incl. 1 game).....	£159
PC Engine Scart (incl. 1 game).....	£149
CD ROM Unit (incl. 2 games).....	£350
ATARI LYNX (incl. 1 game).....	£200



IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures
advertisements meet with the strict Code of Advertising Practice.
So if you question an advertiser, they have to
answer to us.

To find out more about the ASA, please write to:
Advertising Standards Authority,
Department 3, Brook House,
Berrington Place, London WC1E 7HN



This space is donated to the interests of high standards in advertisements.

RAVEN GAMES LONDON

66 Durham Road, Bromley, Kent BR2 0SW
Tel: 01-464 2933 Ring now for latest releases

**PC
Engine**

SEGA
MEGA DRIVE

ATARI LYNX

PC ENGINE II
SUPER GRAFX

GAMEBOY

PC ENGINE/GAMEBOY JAPANESE MAGAZINES AVAILABLE

Personal callers welcome (7 days a week)

SAE for Full Price List

GUARANTEED FAST DELIVERY



CONSOLE QUEST

TEL: (0424) 718961

PC ENGINE & PC ENGINE PLUS

SEGA-MEGADRIVE

	£		£		£
DEEP BLUE	27.50	ALEX KIDD	27.50	GHOULS & GHOSTS	37.40
ENERGY MAN	27.50	NAKAT OPEN	27.50	GOLDEN AXE	37.40
F-1 PILOT	27.50	GOLF BOY	27.50	TATSUJIN	37.40
FANTASY ZONE	27.50	HONEY SKY	27.99	CURSE	37.40
ROCK ON	27.99	WARS OF DEAD	27.99	HURZOGWEI	37.40
SPACE HARRIER	27.99	SHARDA	27.99	SUPER SHINOBI	37.40
WINNING SHOT	37.99	PROF BASKETBALL	37.99	MR HELI	37.40
TEN	37.40	GUMED	37.40	RAMBO III	37.40
HEAVY UNIT	37.40	WORLD STADIUM		CYBER CROSS	37.40
PC KID	37.40	BASEBALL	37.40		

Every effort is made to obtain the latest games,
but stocks are limited.

It is very much, first come, first served!!!

Please ring for very latest details.

All prices include VAT, postage and packing
(please add £1.50 per item overseas).

Despatch will be quicker than you think.

To: CONSOLE QUEST, P.O. BOX 115, HASTINGS, EAST SUSSEX TN34 2TT

I wish to order: ☐ Tack ☐ PC ☐ MEGA ☐ PCP

I enclose cheque/£ 0 for £ ☐ ☐ ☐

or charge Access/Mesa No. Expiry date

Name Signature

Address

Post Code

REV CIG



SEGA[®]

Sega Megadrive, PAL TV
inc. free game £179.99

Golden Axe £33.99

Curse £31.99

Tatsujin £31.99

Super Shinobi £31.99

Phone or send S.A.E.'s for other
prices and accessories

NOW IN!

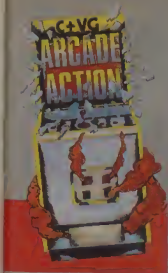
PC ENGINE 2 SUPER GRAFX
ATARI LYNX NINTENDO GAMEBOY

For details phone: 01-876 5501
(9am-6pm Mon-Sat)

Send cheques and PO's to:
C.E.S.

**153 White Hart Lane,
Barnes, London SW13 0PJ**

Please add £1.00 P+P for games and
£5.00 for machines.
Trade enquiries welcome



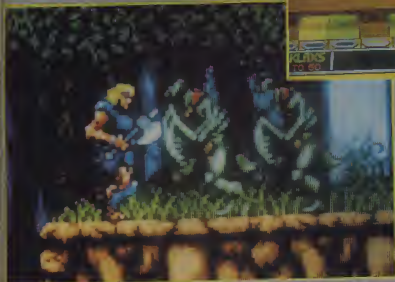
▲ No jokes about "big choppers" pleaseeease!

ASTYNAX



▲ This scorpion's tail is its only weak point. Best cut it down to size, eh?

◀ Looks like those mantids are going to have an "axe"ident! (snirk!)



GRAPHICS	81%
SOUND	80%
VALUE	80%
PLAYABILITY	81%
OVERALL	80%



KLAX

The latest arcade puzzle game to hit the arcades is Atari's Klax, a strange-looking but unbelievably addictive one or two-player tile-matching game!

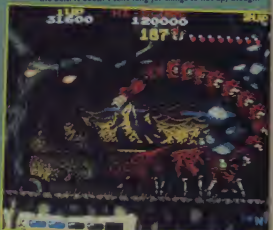
Different coloured tiles advance towards you on a conveyor belt - all you've got to do is scoop them up with a mechanical shovel and flip them into a five-tile-wide, five-tile-deep bin at the bottom of the screen. If you drop the same three colours either on top of each other, side by side, or in a diagonal line, they dis-

appear and points are awarded - more complicated lines of colours such as four in a line, or v-shape patterns give hefty bonus points.

Sounds pretty dull on paper - but once you start playing, it's very difficult to stop. There are many subtle intricacies, and some great twists in the gameplay on later levels. If you're a puzzle game fan, grab a bag of coins and hunt this utterly brilliant coin-op down!

JULIAN RIGNALL

▲ Wave eleven begins. Fifteen klaxes to go, and only two bricks the belt. It doesn't take long for things to hot up, though!



Domark grabbed the licence to Klax months ago, when the game was still on the drawing board, and have been secretly working away on computer conversions ever since. This is one of the first times a software house and coin-op developer have worked hand-in-hand so that the arcade machines and the computer conversions can be released at the same time! Check out the previews section for more details.



▲ Doubling the fun. Player two has just scored 50 points for that column of gold bricks.

▶ The typical Atari level selection is useful.

GRAPHICS	77%
SOUND	83%
VALUE	88%
PLAYABILITY	95%
OVERALL	93%

All orders sent free class within 24 hours of receipt. Subject to availability. Make cheques/PDs payable to Software City. Please add \$50 for post and packaging on all orders under £500. Overseas add £1.50 per line. Additions to SOFTWARE CITY, 3 LICHFIELD PASSAGE, WOLVERHAMPTON WV1 1SZ. Produce this advert to receive the above discounts. 30% off RRP on any software entitled.

► ARCADE HIGHSCORES

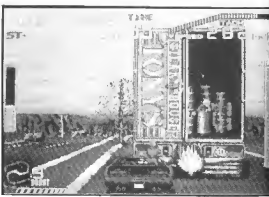
Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores to: **ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table. One of a couple of scores questioned by The Panel this month is a claim of 937,790,000 on Robotron, sent in by Chris Ford of Lancing. You'd have to play the game for more than six days solid to achieve this - or perhaps there's a cheat? Another, 94,171,190 on Ghouls 'n' Ghosts, sounds dodgy - how on Earth did you get that, Duncan George of Twyford? Another cheat? Perhaps both of you would like to write in and explain how you got these scores? If not, prepare to face the wrath of The Panel...

1942
12,160,830 Graham Shaw, Loughton, Essex
AFTERBURNER
24,555,000 John Bristow, Enth, Kent
ALIEN SYNDROME
943,010 Colin McWhirter, Ballymena, N Ireland
ARKANOID
1,479,760 Stewart Bell, Macclesfield, Cheshire
ASSAULT
335,590 Martin Deem, Portsmouth
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
189,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMB JACK
45,672,800 Gary Harrod, Poole
CABAL
4,225,000 John Bristow, Enth, Kent
CAL 50
475,000 Alex Ware, Sheffield
CHASE HQ
17,285,000 John Bristow, Enth, Kent
CHELNOV
345,700 Martin Deem, Portsmouth
CRIMEFIGHTERS
225 Jermaine Allen, London
CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
885,000 John Bristow, Enth, Kent
DRAGON BREED
595,450 Jamie Morse, Weston-Super-Mare
DRAGON SPIRIT
594,375 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,337,800 Gary Harrod, Poole
DYNASTY WARS
1,015,700 Peter Amor, Clevedon, Avon
FINAL BLOW
1,364,220 Peter Amor, Clevedon, Avon
FINAL ROUND
11,945,800 Tim Walker, Brighton
FLYING SHARK
2,949,600 Gary Harrod, Poole

FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth
GALAGA 80
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,253,070 Tony Schrafl, Reading, Berks
GANG WARS
150,500 Haq Nawaz, Birmingham
GEMIN WINGS
1,108,640 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
2,554,700 Simon Lennick, N Ireland
GHOSTS
79,855 Jamie Morse, Weston-Super-Mare
GOLDEN AXE
265,010 Gary Harrod, Poole
HANG-ON
49,658,320 Martin Deem (MD), Portsmouth
HAUNTED CASTLE
366,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), South end
HOT CHASE
270,540 Alex Ware (AKW), Sheffield
IKARI WARRIORS
1,412,300 Graham Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Slough, Cleveland
LEGEND HERO TONNA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
MIDNIGHT RESISTANCE
239,410 Alex Ware, Sheffield
NARC
3,360,050 Robin Levy (RL), Exeter
NEMESIS
1,376,400 Maria Kyracou, Canterbury, Kent
NEW ZEALAND STORY
3,530,000 Martin Deem, Portsmouth
NINJA WARRIORS
238,100 TD, Ballymena, Antrim
OPERATION THUNDERBOLT
386,390 R G Porter (ROB), Lancaster
OPERATION WOLF
1,051,100 Neil Kelly, Isleworth, Middlesex
ORDNEY
471,840 Alex Ware, Sheffield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon

OUTRUN TURBO
22,680,020 Anthony Shilton (BUZ), Tiptree, Essex
PACLAND
4,536,910 Martin Deem, Portsmouth
PANG
21,400 Jim Woodcock, Shenfield
P-47
1,675,890 Chris Ford, Lancing, W Sussex
PDW
233,720 Colin McWhirter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
1,655,600 Gary Harrod (GJH), Poole
QUARTET
5,576,750 James Washburn, Essex
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
RASTAN II
894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
630,500 Michael Pearson (MP), Slough, Cleveland
ROADBLASTERS
1,660,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,511,200 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SCI
3,410,740 Adam Tew, Brentwood, Essex
SECRET AGENT
675,300 Adam Davidson, Manchester
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Fritz Rawat, Manchester
SHINOBI
354,390 Jeff Punell (JEF), Clevedon, Avon
SHIPS
1,846,800 Graham Shaw, Loughton, Essex
SILKWORM
3,904,100 Mitch J Slater (SUN), Croydon
SKY ADVENTURES
6,541 Gary Harrod, Poole
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth

SPLATTERHOUSE
394,500 Jamie Morse, Weston-Super-Mare
STRIDER
333,860 Jamie Morse, Weston-Super-Mare
SUN RUNNER
94,710 Nuralem Mozumder, Chelmsford
SUPER CONTRA
12,558,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG 29,874,670 Martin Deem, Portsmouth
JUV 38,911,000 Martin Deem, Portsmouth
SEN 51,000,000 Martin Deem, Portsmouth
EXP 24,090,220 Martin Deem, Portsmouth
SUPERMAN
2,010,700 Gary Harrod, Poole, Dorset
TEENAGE MUTANT NINJA TURTLES
341 Jason Bingham, S Woodham
TERRA FORCE
857,700 Shaun Osborne (SFO), Ashford
TETRIS
186,320 Jeff Punell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Fritz Rawat, Manchester
THUNDERCROSS
30,433,020 Scott Redshaw (RED), Sheffield, Yorks
TOOBIN
18,798,164 Alex Ware, Sheffield
TRUKTON
2,005,260 Mitch J Slater (SUN), Croydon
TWIN COBRA
2,221,650 Martin Deem, Portsmouth
UN SQUADRON
1,333,810 Gary Harrod, Poole
VINDICATORS
1,467,400 Hwo Li Lam (DRY), Leicester
VIOLENCE FIGHT
257,900 Jamie Morse (JIM), Weston-Super-Mare
VULCAN VENTURE
945,650 Colin McWhirter, Ballymena, N Ireland
WARDNER
13,235,975 Paul Stokes (PJ), Aberdeen
WONDERBOY III
435,100 Jamie Morse, Weston-Super-Mare
WILLOW
1,430,500 Gary Harrod, Poole
WINNING RUN
2,091,000 Julian Rignall, Southend





THE COOL



THEY'RE STILL FRESH...
NOT MORE THAN 12 HOURS...
LOOKS LIKE THEY WERE
ATTACKED BY SOME KIND
OF ANIMAL...

ANIMAL?!...
WHAT KIND OF
ANIMAL RIPS A
HOLE IN A
TRANSPORT?..

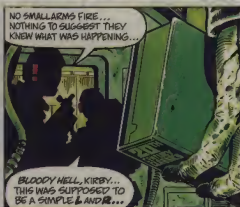
A BIG ONE...
OR A HUNDRED
LITTLE ONES...
EVERYBODY STAY
ALERT...



CHRIST!...
LOOK AT THE ROACHES-
THEY'VE SUCKED
HIM DRY...

DON'T LOSE
YOUR LUNCH, MAC...

FORGET THE
STIFFS...PRIORITY
ONE IS PINPOINTING
THEIR DATA...



NO SMALL ARMS FIRE...
NOTHING TO SUGGEST THEY
KNEW WHAT WAS HAPPENING...

BLOODY HELL, KIRBY...
THIS WAS SUPPOSED TO
BE A SIMPLE LANDING...



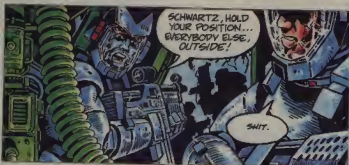
HEY-NICE BLADE!
PEARL HANDLE, SILVER
INLAYS... SPOILS
OF WAR...

YOU WON'T
MISS IT NOW,
PAL...



SERGEANT-THE
TAPE'S HERE...
THE SEAL'S STILL
INTACT. IT'S
NOT BEEN
TOUCHED...

I'M GETTING A
REAL BAD FEELING
ABOUT THIS... LIEUTENANT,
LET'S CALL UP THE DROPSHIP
AND GET A SHUTTLE DOWN
HERE... EVAC THESE BODIES
BACK TO MED-LAB--



TO BE CONTINUED...

ADVENTURE

It's adventure time again, as Keith Campbell once more looks at the wild 'n' wacky world of games that don't require joysticks.

Adventure games are rather like books - a good one will continue to be enjoyed for as long as there is a computer on which it can run. Pleas for help with golden oldies are not uncommon in the Helpline, but a letter from Robert Sanders of Bishop Auckland, engulfed me in a wave of nostalgia!

"It has been a while since I wrote to you asking for help with Acheton..." he wrote. It seems Robert has been seeking the Satin Turban for the past three years or so. "Can you PLEASE help somehow as I only need to find this treasure to complete the game." I can't, but surely there must be someone out there with a BBC micro not yet consigned to the garden shed, who can put Robert out of his misery?

Robert's next problem from the adventure museum: "Can anyone help me to get the Special Vehicle and Authority Card in The Pen and the Dark?" If anyone can it has to be me, Robert, as you will see

months back when he was at C+VG on "work experience", says: "The reason is probably because there isn't one! He goes on to explain that there are TWO Madonnas. The if you look at the credits on the packaging! To check out the answer, look in the A-Z Clues section.

We're still walking down memory lane, and Robert would also like to hear from anyone who has finished Valley of The Pharaohs and remembers how to take the obelisk and how to reach the Strange Round Room. And finally, Robert asks if anyone knows how many moves it takes to collect all the treasures in Scott Adams' classic Strange Odyssey, and dock with the mother ship, which he can't find.

In January, Sharon Nixon could not find a hole in the orb in Mortville Manor. Steven Sargent, who supplied the clues for this game a few first, in the chapel, has nothing to do with completing the game. The important Madon-

na is in a secret passage in the cellar.

Paul Hardy cannot get the keys in Myth! He has managed to get Charon and Death to play cards, and hung the shields on the wall. He keeps glancing into the shields, but still he cannot win the game. Is it just pot luck, or does Paul need to brush up on his Blackjack?

In another world, Paul's valuables have been stolen by an invisible knight. Is there a way of getting past him? The world is Camelot and the game is Arthur.

Anybody heard of an adventure called The Kristal Maroon Moor of Sydney wants to know how to get into the palace.

Someone's trying hard to get into Rose Cottage, the garage, and the Manor, in Personal Nightmare. He's the Lonesome Fugitive, from Kenilworth, who could also do with a loan to send off a roll of film he wants to get developed. "What's more irritating," he asks, "the problems or the never ending swapping of disks?"

Don't just sit there and get irritated! If you have a problem, complaint, or a few clues, write me at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. A stamped addressed envelope helps to speed a personal reply back to you!

ROLE CALL

What does the Sorcerer-staff do? Why does a greater demon attack the party? Why are the old men called Freds? What spells do the higher level summonings cast? What do you type in for the Magic Mouth in Mangar Level 3, to exit? That's what Neil Drage of Rushden wants to know, and the game he wants to know it about is Bard's Tale I.

But help is at hand for three other lost Bard's Tale explorers Craig Sutherland, Jon Hooper, and David Beuke-



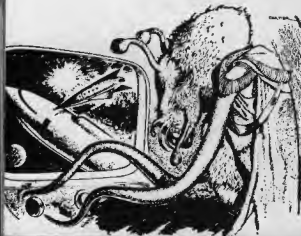
lear. And anyone else, for that matter, trying to get into, out of, or find a silver triangle in Kylearan's Tower. The amazing Jim Laver has come to the rescue! His answers will be found in the clues section.

And now it's Jim's turn to seek help, but this time the game is Ultima V. According to Sintek, says Jim, the Shadowlords must be thrown into the three eternal flames. "But how can you do this if you haven't a body or anything to put into it?" he asks.

ADVENTURES ON THE SPECTRUM

Written and Published by Mike Gerrard.

Price: £4.95 + 5p postage and packing (UK) £4.94 + £1.05 postage and packing (elsewhere). From: Mike Gerrard, PO Box 7, Ramsey, Huntingdon, Cambridgeshire PE17 2UZ.



URE

For the Spectrum adventure fan, this book is a must. Mike is a well-respected and much loved adventure columnist, who as well as writing a regular monthly column in another magazine, has in the past written in numerous different computer monthlies, as well as occasional articles in the Times and Guardian. That on top of several other books on adventure, plus a couple of games.

Written in Mike's easy going and lightly humorous style, Adventures on the Spectrum is a 126 page paperback book that gives a brief introduction on the art for the complete newcomer. It follows on with the history of adventure gaming, the low-down on writing and publishing your own adventure games, and a guide to the clubs and fanzines currently available.

However, the bulk of the book consists of solutions to over forty Spectrum adventures, ranging from recent mega-games like Corruption, to golden oldies like Sorcerer of Claymorgue Castle, Hobbit, and Circus. The format of the solutions varies from game to game, depending upon the most effective form for each particular game.

Mike produced the whole thing himself, reducing his printer output from A4 to A5

size, sending the whole lot off to the printers, and keeping his fingers crossed he had got the margin size correct! He had, and the result is a handy 128-page reference book for hardened adventurers, and the sort of companion with which anyone taking up adventuring for the first time could be confident that they wouldn't end up stranded half way through a game.

INTER-ACTION

Bi-monthly dossiers are back with Inter-Action, a fanzine for Adventurers and RPGers. Nothing whatsoever to do with the late and lamented ACL, Inter-Action is written by a team of four: The Harlequin, Nik Wild, Rob Steel, and Aunt Marg.

The former three are past writers for Newfield magazines, whilst Aunt Marg, it seems, has been taken on as a supplier of biscuits and tea to the team.

Inter-Action is usual fanzine (half A4) size, and 44 (the press release says "at least 50") fairly stiff pages thick, with a better print quality than most. It offers adventure and RPG reviews of both commercial and home grown games, plus hints, solutions, and general chit chat. Access to a telephone helpline is also offered.

Since interaction is what the editorial team are seeking, it is difficult to assess the future "feel" of the dossier from just the first issue, dated Nov/Dec. Suffice to say that the atmosphere is not so clubby as that of Adventure Probe, nor the content as varied and up to the minute as Confidential, but then it is early days yet.

To receive 6 bi-monthly dossiers you have to join up, by sending £15 in advance to Inter-Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB.



CLUES

A CURRENT PROBLEMS

With thanks for the help to: Steven Sargent, Salfords; The Lonesome Fugitive, Kenilworth; Paul Hardy, Sheffield; and Jim Laver, London Colney.

BARD'S TALE I: The Review Board is in a house in Trumpet Street. You can't get in through the gates in front of Kylearan's Tower - teleport there from the top of Harkyn's Castle. To get out, there is one door in the three rooms that are identical that leads to a small hallway. From here, you are teleported to the wizard Kylearan, who will give you the onyx key to Mangar's Tower. Find a mouth that says: "Name the endless way." A door will then appear in another part of the maze, through which will be found the silver triangle.

BARD'S TALE III: In Kinesia workshop, turn the right key 18 times and the left key 15 times.

LEGEND OF THE SWORD: Kill the turtle with the bow and arrow.

LEISURE SUIT LARRY: Tie rope to your waist and the balcony outside the hooker's, and use the hammer to smash the window to get the pills. Give the pills to the girl on the 8th floor, and then press the button on her desk.

MORTVILLE MANOR: To get into Julia's room search under the pillowcase in Leo's room for the keys. Leo's room is on the landing, on the same side as your own. Locate it by finding Leo in it at some time (try at night).

PERSONAL NIGHTMARE: Use the sledgehammer from the shed on the iffy looking bit of wall, a few times. Look through your books in your room in the Vicarage. Get a pair of trousers out of the

washing machine in the pub kitchen, at night. Be very quick about it.

SAVAGE ISLAND (I): Keep the bear at bay by evaporating tidepool water on the hot ledge, and giving the resultant salt to the bear.

THE PEN AND THE DARK: Visit the Pen and discover what you can about temperature and gravity. Then visit Courtney's office for authorisation card.

THE PAWN

Almost all you need to complete this classic first adventure from Magnetic Scrolls, **ADVENTURER:** Beat him to the blue key, or kill him before he gets there.

ALCHEMISTS: Give them rice. Give them your lead. Read their tomes by casting a spell on them.

BALLOT BOX: Vote for Gringo.

BLUE KEY: Look under the pedestal. Opens two doors but can only be used once.

BOULDER AND ROCKS: Tie the rake to the hoe with your shirt, and lever the boulder with them. Climb over the rocks.

CHEST: Get it by speaking to Kronos (see **KRONOS**). Use it to kill the Adventurer (see **ADVENTURER**).

COIN: Search thoroughly the

settee in the tree house.

DEVIL: Ask him about life in hell and then carry out the task he sets you.

DRAGON: He's very short sighted. Point to the shadows and then shine the white at them to get past him.

GATES OF HELL: Keep knocking until they are opened. Tip the porter with his favourite tippie before proceeding.

GURU: Cover your wrist-band with your shirt to stop him laughing. Take his rice. Go up the mountain and fill the bowl with snow. Return and give the water to him.

HONEST JOHN: Buy a couple of items you might find useful in Hell. (You need the coin).

JERRY LEE LEWIS: He's hot and thirsty.

KRONOS: Say hello when you meet him and ask him about the wristband. Kill him with the potion given to you by the devil. Take his soul before he dies, using the appropriate spray.

LAVA WALL: Break it.

LEAD: Found at the bottom of the tree house (see **LIFT**).

LIFT: Slide the door to open it.

LIGHT: After carrying out the guru's task, look in the stump in the forest. Mix all that you find in the pouch.

NOTE: Take it from Kronos and show it to the guards at the palace.

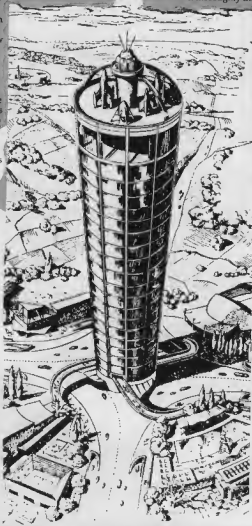
PAPER WALL: Cut it with something sharp. Tie the rope to the hook in the cupboard and climb down it through the paper wall.

PEDESTAL: Push it to reveal what's underneath.

SAFE: Open it with the blue key.

SNOWMAN: Throw the white at him to get past.

TREE HOUSE: Close the door behind you, and push the floorboards to enter the house proper.

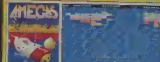


Z

FREE! TENSTAR PACK

WORTH OVER £229!

Commodore
AMIGA



FREE! - AMEGAS - by Playbits



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SFA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN ULT WARRIOR - by Paveia



FREE! - TERRORPODS - by Psychnoss



FREE! - BUGGY BOY - by Eido



FREE! - THUNDERCATS - by File



FREE! - IKARI WARRIORS - by Eido



FREE! - WIZBALL - by Ocean



£346 -95%
ONLY £3.34 PER WEEK
INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a colour monitor, which is available as an optional extra. The Amiga 500 is available from Silica Shop, the UK's No.1 Amiga specialist, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers.

WHY SILICA SHOP?

When you decide when to buy your new Commodore Amiga computer, we suggest you consider why you should choose us. There are many competitors who can offer you a computer. If the salesperson and the range of products for your computer as well as expert advice and value range of products that you need it. There is ONLY ONE company who can provide the widest range of Amiga related products in the UK. A full line Amiga computer, technical repairs and upgrades after sales support, including free newsletters and special offers delivered to your door as long as you have registered your computer. That one company is Silica Shop. We make time available in the home computer field for five years and can now claim to be the most successful in the UK. This is why we are the only company who is second to none. There are no other Amiga specialists in the UK.

THE FULL STOCK RANGE: The widest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are called to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as often as you wish, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match any competitive offers on a same product same price basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. A complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop special Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE :	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE :	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home. The modulator is not included with the A500-Aided pack as it is not required for use with monitors. Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an A500 or 68000. Last but not least, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles, which have a combined RRP of nearly £720. Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we will give you the best value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home. The modulator is not included with the A500-Aided pack as it is not required for use with monitors. Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an A500 or 68000. Last but not least, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles, which have a combined RRP of nearly £720. Return the coupon for details.	
Amegas	£14.95
Art Of Chess	£24.95
Barbarian Ult Warrior	£19.95
Buggy Boy	£24.95
Team Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£15.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP: £229.50	£229.50

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list so we can keep you up to date with the latest news, offers and price lists, please send us your name and address. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as long as you remain registered. Complete the coupon and return it to: Silica Shop, 1-4 The Mews, Hatherley Road, Sutton, Kent DA14 4DX.

SILICA SHOP:

SIDCUP (& Mail Order)	01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX	
OPEN MON-SAT 9am - 5pm LATE NIGHT: PHOTON PAINT	
LONDON	01-580 4000
67 Tottenham Court Road, London W1P 0BA	
OPEN MON-SAT 9am - 5pm LATE NIGHT: PHOTON PAINT	
LONDON	01-629 1234 ext 13B14
Southgate 1st Floor, Oxford Road, London NW11 1AB	
OPEN MON-SAT 9am - 5pm LATE NIGHT: PHOTON PAINT	

To: Silica Shop Ltd, CV682/90, 1-4 The Mews, Hatherley Road, Sutton, Kent DA14 4DX
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Ms/Ms Initials Surname _____
Address _____
Postcode _____

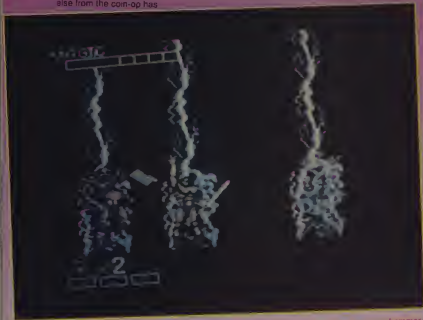
If you already own a computer, please write to indicate you own it.

MEAN MACHINES GOLDEN AXE

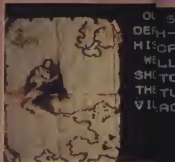
One of Sega's newest arcade beat 'em ups is Golden Axe, a game in which you get to guide one of three characters, Barbarian, Amazon or Dwarf, through hostile territory on the way to wrest the Golden Axe of the title from the clutches of an evil demon. In this Sega conversion, you can only play the Barbarian, but everything else from the coin-op has

been included in this hack 'n' slash fighting game.

The mission starts on the road to Turtle Village. Enemy creatures attack almost immediately and attempt to wear down the hero's energy bar. He can defend himself by slashing with his sword, shoulder charging or even picking them up and hurling them around the screen, but



▲ The barbarian calls down Thunder power to do over two hammer-welding giants.



▲ Summon the fire to lie between levels.



**C+VG
HIT!**

2

**SEGA
£24.95**

they need to be hit many times before they die.

Travel further and dinosaur riders enter the fray - knock off the rider and you get the chance to leap on the back of the dino and really do some damage to the enemy! Later in the game there are also flame-spewing and fireball spitting dinosaurs upon which you can wreak havoc!

At the end of the level are two Rock Trolls - beat them and you go onto the next, tougher level. As you progress towards the evil

demon's castle, you battle giant knights, skeletons and barbarian women - and at the end of the last level you finally get the chance to confront the massive axe-wielding demon himself. It's an all-out battle and there can be only one survivor.

UPDATE

The Megadrive version of *Golden Axe* is on its way over from Japan as we speak. Expect a full review next month.

When a game contains stuff like slashing the kneecaps off giants, throwing orcs around the screen, smacking little pixies around the bonce and riding a whippy-tailed dinosaur into battle against demonic herds you know it's going to be a whole load of fun. And *Golden Axe* is just that. It's by far the best fighting game I've played on the Sega, combining large, superbly drawn and animated sprites and demanding gameplay. The action starts out easy, but later levels are very tough indeed, requiring sharp reflexes and ferocious fighting skills as you fend off attacks from all angles! But because the action is highly enjoyable, you just keep coming back for more - it's accounted for my losing many hours of sleep! If you like the arcade game, or just enjoy a good slash 'em up, put this right at the top of your shopping list.

JULIAN RIGNALL

GRAPHICS	91%
SOUND	90%
VALUE	87%
PLAYABILITY	90%
OVERALL	89%

OUR SWORN ENEMY
ADDER IS IN
CASTLE.
WE'LL TAKE A
CUT, THROUGH
THE TURTLE
AGE.

▼ The barbarian's
earthquake

EARTH
1 2 3 4 5 6

FIRE
1 2 3 4 5 6 7 8

THUNDER
1 2 3 4

► MEGADRIVE

MEAN MACHINES

BY SEGA

Super Hang-On is a motorcycle tournament played across the four continents of Africa, Asia, America and Europe. Each continent represents a different level of difficulty, getting harder respectively.

On each one there's a trackful of console-controlled

bikes in race against you. The object is to reach the finish line within the allotted time. Each course is split into stages, and you simply have to complete the stage within the time limit to go on to the next - any time left over is added to the next stage's limit. To assist in your pursuit



▲ Choose your racetrack, but be warned - expert MEANS expert!

of the chequered flag, there's a turbo button attached to the bike which can boost your speed when necessary.

As well as the main game, a freebie game is also included on the cartridge, in the form of a one-on-one race between you and a console biker. Beginning with a rub-

Your bike may be in top condition, but it's going to cost money to turn it into a decent racing machine.

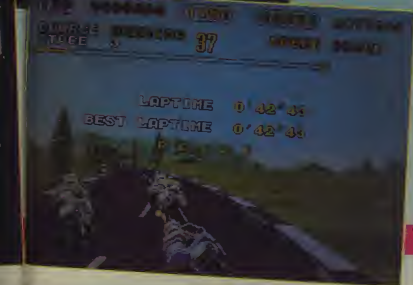
SUPER HANG-ON



RICARDO MONTOYA
TOP CONDITION!

FRAME IRON CRADLE \$ 1200		MUFFLER NORMAL \$ 300
ENGINE OHC NORMAL \$ 600		OIL REGULAR \$ 100
BRAKE DRUM \$ 400	TIRE NORMAL \$ 300	

HANG-ON



▲ Another thrilling moment of the Sega Hang-On.

▲ Eighteen angles of Super Hang-On's course lie between you and the finish line. Let's go!

C+VG HIT!

bish bike, money is won each time you beat the opponent, with which you can purchase extra equipment such as wheels, frame, engine and so on. There's a password system which lets you make the contest an ongoing affair - a very neat idea.

▼ Into a bend on the senior track, and the racers are densely packed.



MEGADRIVE
£31.90

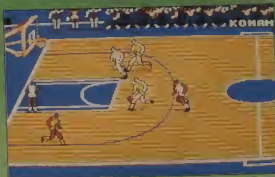
The Megadrive hasn't seen a driving game of any sort since its release, and when one finally surfaces it just happens to be one of the best ever seen on any home machine, console or otherwise. Graphically, Super Hang-On is nothing short of astonishing - the motorcycle sprites are as big as their coin-op counterparts, I kid you not. That's not all, either. As far as I can see (and I've been playing it for a while) there's very little, if in fact any, loss of speed between the console and arcade versions. The striped road effect, which I've complained so much about over the months, actually works, and to cap it all, the music and effects are as faithful to the original as one could hope for! Super Hang-On is an amazing game; it's as playable as its arcade daddy and it even has a free game which prolongs its life span even more! If Sega can do this with Super Hang-On, it bodes very well for their forthcoming conversion of Super Monaco GP!

PAUL RAND

GRAPHICS	97%
SOUND	96%
VALUE	93%
PLAYABILITY	95%
OVERALL	96%

► NINTENDO

MEAN MACHINES



▲ The computer player prepares to shoot, "and the crowd goes wild!"

There's little to recommend all basketball games out there, but here's one that's for the ages. A conversion of Konami's Basket Master down-up, one or two players compete against the machine or each other respectively across the four American cities of New York, Boston, Chicago and Los Angeles. Each match is played through four quarters, using normal basketball rules to slam-dunk the opposition out of the league and push your team a notch closer toward the championships.

As well as three skill levels, there is also the option to vary the length of each tournament between 20, 40, 80 and 120 minutes. A chatty referee blurts out the odd phrase every now and again, and there's even a spot of light entertainment at half-time, when those lurvely, all-American cheerleaders come on and do what all-American cheerleaders do best - look bimboesque and wave fluffy balls around.

BY KONAMI

DOUBLE DRIBBLE

▼ "A rather good conversion" says Randy.



NINTENDO
£29.99

Double Dribble is a really rather good conversion of the coin-op, with a lot of sensible front-end options allowing you to alter the gameplay to suit your ability. Once you've got past the jolly screen showing spectators pouring into the stadium, the real task of beating the opposition begins, and what fun it is, too. Player sprites are smashing, much more lifelike than the squat, cartoony figures seen on a lot of similar games recently, and the ball travels most favourably. Unfortunately, there isn't a shadow underneath the ball, and to begin with, placing your man correctly is a hit-and-miss affair, but with practice it isn't too difficult. Sound is a bit of a letdown; the speech is fine as are the, albeit short, tunes, but effects are practically non-existent. Two-player mode is recommended to get the most out of Double Dribble, but if you have no brothers, sisters or friends, one-player can have loads of fun playing this more than pleasing basketball sim.

PAUL RAND

GRAPHICS	76%
SOUND	59%
VALUE	86%
PLAYABILITY	87%
OVERALL	82%



► PC ENGINE

MEAN MACHINES SHINOBI

BY AKISO

Panic! Terrorists have captured the children of the world's leaders and due to an administrative error, the nation's security forces have ALL been given the weekend off! In desperation, the powers that be call on The Shinobi, master of mystical and martial arts, Ninja and part-time cabaret singer to

rescue the kids, and turn those terrorists to sushi.

On his hunt for the trussed-up young uns, Mr Shinobi patrols each sideways-scrolling, split-level stage, dodging gunmen (and their bullets), wall-crawling "Spidermen", other Ninjas and huge Oriental swords thrown by huge Orientals, picking up any

▲ *Enemy Ninjas feel the power of Shinobi's magic!*

trussed-up kids he finds along the way. Shin has an unlimited supply of shunken stars to see off particularly troublesome bad guys, and he gets one magic mantra per level to bring down various smart-bomb-style cataclysms on his assailants.

▼ *Go in low and you should be able to Shuriken the fat guy before he throws his blade.*

005000



PC ENGINE
£31.90

After finding Megadrive Super Shinobi to be a drastically revised version of the coin-op, I expected the Engine's "Ordinary" Shinobi to be a pixel-perfect copy. I was surprised to find that the conversion bore a couple of differences which might disappoint fans of the original, the inexplicable lack of the 3D "Shuriken the Ninjas" end-of-level bonus game being one. However, the gameplay doesn't really miss them, so players new to the game should find it an enjoyable and challenging test of reactions. Strangely enough, though, I think that in spite of its cast of Ninja types, beat 'em up fans might be a tad disappointed with Shinobi because the dependence on shurikens for killing the enemy makes the game play more like a Rolling Thunder-style shoot 'em up than a chopsocky fighting game.

PAUL GLANCEY

GRAPHICS	80%
SOUND	78%
VALUE	79%
PLAYABILITY	81%
OVERALL	81%

025000



► MEGADRIVE

TATSUJIN

BY SEGA

Like many other Megadrive games, Tatsu Jin is a shoot 'em up. It's a fast-paced, action-packed game that's easy to learn and hard to master. The game is set in a futuristic space where you control a spaceship and battle a variety of alien enemies. The game is divided into several stages, each with its own unique challenges and enemies. The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics.

The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics. The game is divided into several stages, each with its own unique challenges and enemies. The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics. The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics.

hand-

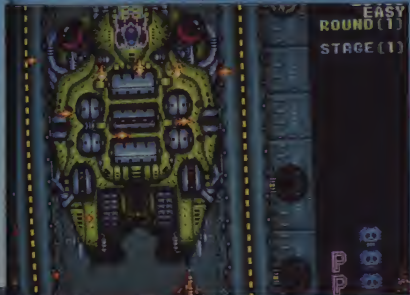
the battle a great enemy each round. The game is divided into several stages, each with its own unique challenges and enemies. The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics. The game is a classic example of the Megadrive's capabilities, with its fast-paced action and high-quality graphics.



34298
EASY
ROUND (1)
STAGE (1)

▲ KABOOOM! Another smart bomb detonated!

▼ The turrets are this tank's weakness. Destroy them with a couple of smarts.



EASY
ROUND (1)
STAGE (1)

ROUND
STAGE (1)

▼ The lightning laser homes in on the nearest enemy.



MEGADRIVE £31.90

And here's us thinking that Gunhed was the be-all-and-end-all in console blasters! Tatsu Jin is an amazing shoot 'em up combining the now-familiar aspects of this type of game and adding mega-smooth scrolling, ultra-fab graphics and well-hard music and sound effects to make a package which at the least matches the quality of the PC Engine title. Using the smart bombs is a visual treat, as an enormous picture of a skull fills the screen, wiping enemy craft from the cosmos, but the sheer number of baddies hassling you at any one time (ie, loads) ensures that you haven't enough time to sit in awe for too long. Not much else to be said really, except that if you're on the lookout for a top-class shooter, Tatsu Jin's the one for you me old chums.

PAUL RAND

GRAPHICS	93%
SOUND	93%
VALUE	92%
PLAYABILITY	91%
OVERALL	94%

MEAN MACHINES SCRAMBLE SPIRITS

BY SEGA

Scramble! Scramble! Bandits at two o'clock! Scramble Spirits is a one or simultaneous two player, vertical scrolling shooter in which the players become daring WWII fighter pilots doing their bit for King and country across six levels of 21st century terror!

Blowing away the enemy fighters scores points, while destroying helicopters gives you a friendly mini-plane which either assists in battle or becomes a kamikaze smart-bomb, flying toward any opposing planes and exploding across the screen. Massive craft guard the end

of each stage and these must be trashed (sometimes one bit at a time) before the next level can be tackled. There are bonus stages in rounds one, three and five which reward the player with extra points for disposing of various attack craft.



▲ Fancy taking on the heavy armour? No tanks..

▼ An airship splits to reveal these three nasty bombers.



SEGA
£24.95

Just when you think Sega have done away with the Master System's horrible, flickery scrolling, back they go to the bad old days with Scramble Spirits, a coin-op conversion which generally fails to impress. The sprite flicker is absolutely atrocious, making it very difficult to keep tabs on either your plane or the craft attacking it. Graphics themselves aren't very good either, come to think of it, although some of the end-of-level ships are fairly well-drawn. Had presentation been a lot better than it currently is, perhaps I could have enjoyed Scramble Spirits. In its present state, however, no thanks.

PAUL RAND

GRAPHICS	57%
SOUND	59%
VALUE	48%
PLAYABILITY	44%
OVERALL	49%

► PC ENGINE

MEAN MACHINES PC KID

BY HUDSON

Set in prehistoric times, this Wonderboy-style scrolling platform game has the hero, a slap-head baldy called PC Kid, running and jumping his way through many levels, head butting an unbelievably weird load of beasts who run, hop and fly around him.

Each collision with a beastie diminishes energy, but there are loads of fruits to collect to top your total, and there are also kebabs!! Eat one of those and you can kill an enemy with one head butt. Eat a second and you become invincible for a short period of time!

There are a variety of le-



▲ Be on the brunt of his wrath down his throat



▲ Jumping over a load of little baddies is one of the joys of the game

▼ Do his head in and you've beaten level five!



C+VG HIT!

vels, starting off in the Prehistoric countryside. Get to the end of that and it's across a volcanic landscape, followed by a hazardous clamber over the back of a massive dinosaur - get to his head and he opens his mouth, allowing PC Kid to continue his mission through the monster's stomach!! Weird, eh?

And that's only the beginning...

PC ENGINE
£29.90

Don't despair when I tell you that PC Kid is another Wonderboy derivative, as it's by far the best you'll ever see - miles better than the original, in fact! The graphics are truly superb - some of the baddest in the game are the most weird and wonderful I've ever seen, with bouncing dinosaurs, smiling dragonflies and huge monsters with centre parting! Music and sound effects are fab, with loads of suitably prehistoric jingles adding to the atmosphere. But what's most important is gameplay - and it's brilliant. Lots of levels (I've found five massive ones up to now) and heaps of angry baddies on each level keep you on your toes from the start, and of course there's the nasty end-of-level big boys to contend with. Engine owners - miss PC Kid at your peril!

PAUL RAND

GRAPHICS	89%
SOUND	91%
VALUE	92%
PLAYABILITY	94%

OVERALL 93%

DEPT. C&VG
39 Edmunds Road, Cranwell Village
Sleaford, Lincs. NG34 8EL
Phone 0400 62046

[illegible]

MANY OTHER TITLES ALSO AVAILABLE, INCLUDING BUDGETS.
SEND FOR LIST OR RING STATING WHICH FORMAT REQUIRED. IF YOU CAN'T
SEE WHAT YOU WANT, ASK US A QUES. - YOURS TRULY, R. L. COOPER

WHAT YOU WANT - GIVE US A RING - WE'RE HERE 7 DAYS
NEW TITLES ARE SENT ON DAY OF RELEASE.
POST AND PACKING INCLUDED FOR GREAT BRITAIN.
PLEASE ADD £1 FOR EEC AND £2 FOR OVERSEAS.
WE ALSO SUPPLY COMPUTERS, JOYSTICKS, ETC.
CONTACT US FOR OUR VERY REASONABLE PRICES.
PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE

SUNCOMP

MAIL ORDER ONLY

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

**NINTENDO
GAMEBOY**

SEGA MEGA DRIVE

koruac

PC SUPER GRAFX

A LYNX

References



Also available one great video
(over 400 games shown)

What Games can I buy?
Which console is compatible?
Do I need a monitor?
What is SCART?

How about NTSC-PAL-SECAM?

All these, and more, answered for just £14.95.
Order Now.

TELEGAMES

Wigston, Leicester LE8 1TE / 0533 880445

SAE for full list or 'phone you order now
Still Europe's Largest Video Game Centre



HQ1 MESOFT

ALDERWOOD CENTRE,
SEAGLEY, DUDLEY,
W. MIDLANDS, DY3 3DY
(TEL: 0902-313600/313653)



**SAME DAY
DISPATCH**

MAIL ORDER DIVISION OF ESTABLISHED RETAILER

[illegible]

Change 40% (double) to
double in 10 years
in 10 years (from 10% to 20%)
Change 10% (from 10% to 20%)
Change 10% (from 10% to 20%)
Change 10% (from 10% to 20%)

UNLISTED ITEMS
 10% OFF FULL PRICE SOFTWARE
 10% off Budget Games
 10% off Accessories

Post-Open, usually by where
NOT! Furthermore, please
will be sent on top of railway
S&P in addition to the
100

EMPEROR OF ROME ELECTRONIC ARTS

The designer of Cinemaware's *Defender of the Crown*, Kellyn Beeck, has knocked together this Caesar simulation which puts you at the head of the Roman Empire, no less! Quash uprisings in the Senate. Conquer the Visigoths, get off with Cleopatra, come, see, conquer, "and all without leaving your armchair!" Amongst all the planning and battle tactics



there are several arcade sequences to keep you occupied, such as gladiator beat 'em ups, chariot racing drive 'em ups and ship sailing ram 'em ups. We've played the demo and it all seems like ripping fun, so

watch out for the game (and the review) soon, you PC owners! C64 and Amiga versions are planned, but no dates yet.

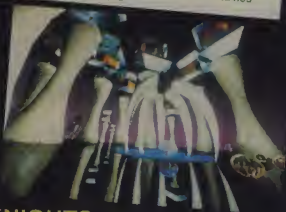
RELEASE: PC APRIL
PRICE: PC £24.99

the vicinity of the...
out whether the...
the walls are all right...
ers. If you want to...
out whether the...
as rich as all...
one (which we re...
when the) check...
the review which...
arrive faster than...
ending spook...
fast!"

RELEASE: ST AMIGA
MARCH
ST AMIGA PC

are putting on a par with
Rick Dangerous for
playability. Magic spells,
extra weapons, etc, etc
are all there, so watch
out for Kid and his
gloves in a computer
shop near you, soon.

RELEASE: ST AMIGA,
MARCH
PRICE: ST AMIGA
£24.99



37 KNIGHTS OF THE CRYSTALLION US GOLD

After working on various Cinemaware releases (*Rocket Ranger* being one), Bob Williams turned his hand to this unusual Amiga RPG.

Billed as a "culture simulator", *Knights* is set in a community living in the skeleton of a dead sea monster. Your task is to become one of the leaders of the community, a Knight of the Crystallion, by skillfully running your family finances, exercising your telepathic powers in a magic card game, mastering a board game, then finding a Crystallion egg and hatching it.

The Amiga game features ray-traced, HAM-mode graphics and amazing computer-generated soundtracks which sound very Peter Gabriel-esque. We'll be having a closer look at *Knights of Crystallion* next month, so Amiga owners, watch this space...

RELEASE: AMIGA
APRIL
PRICE: £29.99



027610 10010

DEFENDERS OF THE EARTH ENIGMA VARIATIONS

Here's another license from the people who brought you Gilbert - Escape From Drill, and it's a conversion of the top-per cartoon, shown on BBC1's Going Live each Saturday morning. Led by Flash Gordon, the Defenders - Mandrake the Magician, Lothar (the world's most powerful man) and The Phantom, who can summon the strength of ten tigers, join forces to do battle



with Flash's arch enemy Ming The Merciless and his army of Ice Robots and put an end to the Mongolian's latest megalomaniac scheme. The Defenders, together with their mascot Zuffly, get down to some real arcade biff 'n' blast antics which, judging by the

screenshot shown here, look as though they could make the game something a bit spesh.

RELEASE: ST AMIGA C64 SPECTRUM AMSTRAD, MARCH
PRICE: ST AMIGA £19.95, C64 SPECTRUM AMSTRAD £9.95

SKIDZ GREMLIN

While all you two-wheeler fashion freaks are stocking up on all things to do with mountain bikes (Randy's little brother included), poor old Gremlin are releasing a game about BMX's - remember those old boneshakers, eh? Seven levels of inner-city mayhem including a construction site, a canal



XIPHOS ELECTRONIC ZOO

Two games in one from the people who released the rather pooppy Chomp! Five different universe levels (that's what it says here, anyway) are yours for the decimating as you take to the ether to seek out and destroy the Xiphos' newest defence

system, Xiphos, which is disrupting the space time continuum and causing all sorts of havoc for the locals. Xiphos merges the two game styles of shoot 'em up and simulation into a game which, at the very least, can't be as bad as Electronic Zoo's goldfish simulator (ha ha).

RELEASE: ST AMIGA JUNE, PC JULY
PRICE: ST AMIGA PC, £24.95



SKI OR DIE! ELECTRONIC ARTS

The debut of Electronic Arts' adventure and sports titles is excellent - take or Die, a snowed-out winter - only the first of the company's winter sports titles. Ski or Die is a great game. Take on the challenge of the world's best skiers. Take on the challenge of the world's best skiers. Take on the challenge of the world's best skiers.

Don't just ski down the mountain, organised by the silver-tongued devils Rodney and Lester, who have sold up and moved to colder climes. Try to live on the slopes can compete, and win even more money than in the previous games it plays. The game is a realy good.

RELEASE: PC MARCH, C64 SUMMER
PRICE: PC £24.95, C64 £9.95

E-MOTION US GOLD

Don't be fooled by the title—there's no physics or sentimentality in this game. The *E!* stands for Einstein, because *E-Motion* is set in the mysterious and dangerous world of the subnuclear particle. One or two players have to use their tiny subspaceships to bump like-colored particles together so that they annihilate each other. When two different particles collide, they each split in two, making clearing the level even more difficult. To make things even more difficult, later levels feature particles and ships connected by elastic threads, and obstacles to manoeuvre around. The Assembly Line—the team which pro-

grammed *Big Bertha* and *Pipemania*) have produced the very pretty versions of this odd but addictive little game and the 8-bit versions are by The Code

Monkeys. *Assembly Line* month
RELEASE: PC, ST
AMIGA C64 SPEC
TRUM AM, TRAD
APR L
PRICE: £TBA

and the dreaded Chinatown district are to be negotiated so that the player can become the "richest and smartest person in town". Catch the yobos to earn cash and buy lots of def gear for your bike, then hit the streets and show those chubby mountain bikers something REALLY hot!
RELEASE: ST AMIGA, MARCH
PRICE: ST AMIGA, £399

WAR- HEAD ACTIVISION

Like many computer gamers, Glyn Williams was a big fan of *Elite*, but thought the game would

have been a lot more fun without all that trading palaver. So, he designed and programmed his own game, *Warhead*, a simulation solely of space combat. The action is set between the stars of the Milky Way, which is played by all

sorts of pirates and alien craft, and it's up to you to go out there and make the galaxy safe for life-kind. Special missions, weapons upgrades, trips through hyperspace (or "Quad-space" as *Warhead*'s equivalent is called), it's

all there, and Glyn has tried to keep everything as scientifically plausible as possible. Watch out for it under the new Motion Picture House label.

RELEASE: ST AMIGA, MARCH
PRICE: £TBA



NEXT MONTH

THERE'S THE SECOND PART OF
THE

MEGACOMP

WITH PC ENGINES AND
AN INCREDIBLE TURBO
OUTRUN COIN-OP TO BE WON.

PLUS THERE'S...

- EXCLUSIVE REVIEWS
- FAB TIP SECTION
- MEGA MEAN MACHINES
- AMAZING ARCADE ACTION
- YOB'S MEGA MAILBAG

PLUS ALL THE VERY HOTTEST
NEWS AND PREVIEWS

SO MAKE SURE YOU
DON'T MISS THE NEXT
ISSUE - IT'S OUT
MARCH 16.

AND DON'T LOSE YOUR
106 PERSONAL MEGACOMP NUMBER.
NEXT MONTH IT COULD BE A WINNER!!!

RAINBOW ISLANDS

TAITO



AMIGA ACTION

"A GREAT PLATFORM GAME AND BRILLIANTLY PROGRAMMED. WELL WORTH ANYBODY'S TIME AND MONEY"
"CLUTSY GAMES"
"ALWAYS SEEM TO OFFER THE BEST VALUE FOR MONEY THESE DAYS - RAINBOW ISLANDS IS NO EXCEPTION. THE GRAPHICS ARE BRIGHTLY COLOURED AND VERY ORIGINAL. AN EXCELLENT GAME AND ONE THAT OFFERS A GOOD DEAL OF LONG TERM ENJOYMENT"
"THE GRAPHICS WITHIN RAINBOW ISLANDS ARE VIRTUALLY IDENTICAL TO THE ARCADE & VERY NICELY DEFINED"

**TAITO'S
ISLAND HOP COIN-OP...
MONSTER HIT**

ocean

**ATARI
ACTION**

MASTERS OF THE ARCADE CHALLENGE!

**THEY ARE
THE DEMONS &
DRAGONS OF HELL**

- YOU ARE THE

BLACK TIGER

Available on:

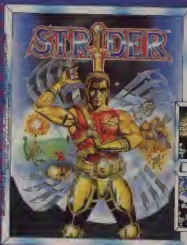
CBM 64/128 cassette & disk.

Amstrad cassette & disk.

Spectrum 48/128K cassette.

Atari ST. CBM Amiga.

© 1985 CAPCOM CO., LTD. Manufactured under license from
CAPCOM CO., LTD., JAPAN. BLACK TIGER, CAPCOM and
CAPCOM are trademarks of Capcom Co., Ltd.



**ONE MAN, ONE SWORD,
ONE FREE WORLD.**

Available on:
CBM 64/128
cassette & disk.
Amstrad
cassette & disk.
Spectrum 48/
128K cassette.
Atari ST. CBM
Amiga. IBM PC.



Screens shown from various
versions



Available on:
CBM 64/128
cassette & disk.
Amstrad
cassette & disk.
Spectrum 48/
128K cassette.
Atari ST. CBM
Amiga.



**SPOOKY SPECTRES, DEADLY
DEMONS... ARTHUR, THE DARE
DEVIL KNIGHT IS BACK!**

U.S. GOLD
CAPCOM

U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. TEL: 021 625 3386.